Advanced Dungeons & Dragons®

COMPUTER PRODUCT

CHAMPIONS OF KRYNN

A DRAGONLANCE™ Fantasy Role-Playing Epic, Vol. I

CLUE BOOK

SSI™

STRATEGIC SIMULATIONS, INC.®

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INTRODUCTION

Champions of Krynn is Strategic Simulations, Inc.'s first ADVANCED DUNGEONS & DRAGONS® computer role-playing game set in the DRAGONLANCE® universe. It takes the award-winning system first used in ***Pool of Radiance*** and applies it to the world of Krynn. The group of adventurers you create in ***Champions of Krynn*** will be responsible for seeking out and destroying the many pockets of evil that have infiltrated the area of northeast Ansalon. Your characters begin the game as part of the good forces who keep watch against the return of evil. On your missions, you will discover more and more about an evil plot that threatens the entire area. Your group of intrepid adventurers must locate the source of the evil and defeat it.

GETTING HELP

In the section MONSTERS: How to Deal with Them, is an account of all monsters in the game. Information provided there will tell what the monsters can do and the best spells to use against them. Following the section THE STORY AND EVENTS, are descriptions of the encounters. These include specific suggestions on the best way to get through the most difficult parts of the game.

If you find the combats too easy or too difficult, you can adjust them by using the LEVEL command found under the Alter menu. Instructions on how to use the LEVEL feature are found on page 7 of the rule book that came with the game.

THE STORY AND EVENTS

Champions of Krynn is an interactive adventure and the story can unfold in any of a number of ways. The following is but one of these.

The adventure begins after the good armies have recovered lands seized by the DragonArmies in the War of the Lance and pushed the evil forces from the continent. After establishing outposts to watch over these territories, the good forces withdrew. Your party is sent to man one of these outposts.

Supposedly the main evil forces have long fled and only the occasional wandering monster remains. On your first patrol, you find this just isn't so. You find draconians ambushing a group of the good settlers who have been moving into the reconquered lands. You defeat the baaz draconians. An aurak draconian, who could easily destroy you if he chose, seizes an ancient book. He takes this and Dimension Doors away, ignoring you as beneath his notice.

Returning to the outpost to report all of this, you find Sir Karl, a knight sent to investigate strange reports from the outposts, battling the outpost's commandant. Sir Karl kills the commandant whose body changes into that of a sivak, a draconian warrior/assassin who assumes the shape of his victim.

From this and your report, Sir Karl quickly realizes that evil has been operating the outpost for its own ends, sending back false messages that all is well, while systematically wiping out the good forces sent to keep an eye on things. One of these forces is now in the (supposedly) abandoned hobgoblin city of Throtl, just northeast of the outpost. The force is led by Caramon Majere, one of the heroes of the War of the Lance. You are sent to warn him of the danger.

As you attempt to enter Throtl, you find your way blocked by hobgoblin guards who order you to leave. Fighting your way past these, you find the city overrun with evil beings. Some of these include undead who are clad in the

armor and equipment of the good forces. You find that Caramon was ambushed, imprisoned, and tortured. Freeing him, you are ordered to push on and learn more about the good dragon eggs Caramon has seen.

In a temple, you discover evil priests and mages attempting to convert (corrupt) some good dragon eggs. It is through this process that the draconians were created in the first place. The attempt is a failure (the original rite was lost in the War of the Lance). You also find increasing evidence of something called The Plan.

Battling through the rest of Throtl and the catacombs below it, you recover some of the good dragon eggs. These, with Caramon's report, are enough evidence to bring about a hasty mobilization of the good armies in an attempt to crush the evil forces before they can become too strong.

Moving on to the next outpost, you are sent to Gargath to look for a Dragonlance (a weapon of great power). Again you find that things are not as they are supposed to be. The city is under the control of evil plotters. You continue finding clues about The Plan to destroy the forces of good. After many fights, you succeed in clearing Gargath of the evil forces, but without recovering the Dragonlance. Myrtani, the evil aurak who had taken the ancient book from your first battle, escapes with the Dragonlance, taunting you as he gets away.

Going to Jelek to obtain a silver rose, you discover another city under evil control. Someone named Sir Lebaum has been very active in turning the undead in the city graveyard into yet another evil army. More information about The Plan is uncovered. The reports you send back hasten the movement of the good forces.

Next, your party builds its strength while eating away at evil's power in the area. Your adventurers obtain valuable magic items from the spirit of Sir Dargaard and useful allies from Gravnak the Ogre.

Sent to the Southern Outpost in an effort to discover why it has suddenly fallen silent, your adventurers walk into another den of evil and must clear it before moving on.

Upon returning to the central outpost, the party learns of Sir Karl's kidnapping. The party is taken to Neraka by Maya (a silver dragon who loves Sir Karl) and must fight its way into Neraka's hidden base. Sir Karl is found, but too late. The party must follow his last wish to free the slaves held in the prisons in Neraka. More hints about The Plan and Sir Lebaum's need for corpses are uncovered.

Moving ahead of the hastily mustered good forces, the party is sent to the city of Sanction where it must travel through two temples and face a Death Knight (Sir Lebaum) to thwart one part of Myrtani's plan. The undead forces move to face the oncoming good armies. Messengers the Death Knight dispatched escape and head for Kernen. If the characters cannot stop The Plan from being carried out, the good armies will be destroyed.

At this point, the party realizes that it has been the unwitting agent of Myrtani, who wanted to draw all available good forces and their leaders into his trap. The reports the party has provided have brought this about. Ignorant of the size of the undead forces, the good armies moved very quickly, but with little strength.

If Myrtani launches the second phase of The Plan, the good forces could be wiped out. Good dragons appear and enable the party to chase the messengers to a flying citadel over Kernen.

The characters, joined by Tasslehoff Burrfoot, climb their way up to the Windcaptain's Chamber where Tasslehoff crashes one citadel into another one. The characters, thrown into the second citadel by the impact, hurry down to the bottom level of the second citadel in order to escape certain doom.

Once the party has made its way down to Kernen, it penetrates the gate to Kernen Base, finds and defeats Myrtani and stops the execution of The Plan. The book Myrtani took from the settlers has unlocked the secret of mass conversion of the good dragon eggs, which will allow him to create draconians in huge numbers. While the good armies are pitted against the undead legions, his messengers were to carry the secret of this conversion to locations where good dragon eggs and evil spell casters awaited.

If this came about, the newly-created draconian forces would fall on the flanks and rear of the good armies and crush them completely. By stopping Myrtani and his red dragon messengers, the party has rescued Ansalon from utter destruction by the forces of evil.

SPECIAL NOTES

Areas and Cities

Some adventures in the game are not available until others have been completed. For example, characters may enter Sanction and wander around before the evil forces arrive, but they won't be able to trigger any of the encounters.

Sir Dargaard's Tomb and the Ogre Base can't even be entered until the message telling you about them has been received. For information on how to activate these areas, see the Synopsis and Notes sections under the map for that area.

The Southern Outpost will act as a normal outpost until you receive the message about it. Additionally, after the game ends, the Southern Outpost will revert to being a normal outpost.

In order to complete Sir Dargaard's tomb, the party must have at least one knight character. This character will be useful throughout the game, but is vital for the Tomb.

Kernen City can't be entered from the wilderness. The only way in is through the flying citadels. You may go to Kernen City in the wilderness, but you will be confronted by endless patrols of draconians and dragons. These creatures can provide large amounts of experience points, but can also kill party members outright. It is suggested that you leave this area alone.

The Overland

When going from place to place in ***Champions of Krynn***, you will usually travel on the overland map. This map represents the area of Ansalon encompassed by the game and shows many of the cities and towns as symbols on the map.

You will find that the overland is not unoccupied. During your travels, you will often encounter both monsters and other travellers. When you encounter travellers, you will be able to take advantage of their services or hospitality.

The numbers and types of monsters that you will encounter are affected by where you are on the map. As you move farther to the east, or as you near the city of Sanction, you will find more

and more difficult groups of monsters to battle. Near the city of Throtl, you can expect to combat goblins... not very dangerous. However, further to the east you will often find yourselves faced with large numbers of draconians, giant spiders, hill giants, and many other fell creatures. Be careful not to wander too far east until you are told to by the commandant of the outpost.

Wandering the overland is another good way to gain experience points. If your characters are fairly close to gaining another level, it is often much safer to explore the overland and face more manageable groups of monsters.

GENERAL COMBAT HINTS

Random Encounters

In many of the cities and temples in the game, you will find dangerous encounters facing you that are not described in this clue book. There are often wandering patrols that are quite dangerous. In order to best deal with these random encounters, it is wise to remember a few important tips:

- Always perform a FIX as soon as you can after being injured. It is unwise to travel wounded unless you absolutely must.
- Always try to memorize spells again at the first opportunity after a difficult fight. You may need them again at any time. Don't wander through the game without your spells.
- Save the game as often as you can. Saving after every difficult fight is very wise. When you obtain a new magical treasure, save the game. Don't lose your best achievements by underestimating the difficulty of the next combat.
- Don't forget to watch the moons. The moon cycle can greatly affect the ability of your spell casters.

Kenders

The kender in your party is a very useful character due to his ability to taunt foes. The kender can force opponents with spells to target him as opposed to your magic-users and front line fighters. This is a very useful ability and should be used frequently. It is especially useful when facing dragons, if the kender is protected by a resist spell (Resist Fire when facing red dragons or Resist Cold when facing white dragons).

You may also want to use the Kender Gambit. This is where you place a taunting kender between an enemy magic-user and other enemy forces. The magic-user will target the Kender with a spell that will do more damage to his own forces than to the Kender. Of course, Kenders often don't last very long where this tactic is employed.

When facing spell casters or monsters with breath weapons, remember to move the taunting kender away from the rest of your party.

Evil Humanoids

In the game, most evil fighters and magic users are named with specific names that reflect their character level. These names translate as follows:

Warrior	—	3rd Level Human Fighter
Evil Fighter	—	5th Level Human Fighter
Evil Champion	—	7th Level Human Fighter
Black Robe Mage	—	3rd Level Human Magic-User
Thaumaturgist	—	5th Level Human Magic-User
Enchanter	—	7th Level Human Magic-User
Cleric	—	3rd Level Human Cleric
Evil Curate	—	5th Level Human Cleric
Evil Priest	—	7th Level Human Cleric

Rogue Warrior	—	3rd Level Elven Fighter/Magic-User
Elvish Rogue	—	5th Level Elven Fighter/Magic-User
Elvish Mage	—	7th Level Elven Fighter/Magic-User
Elvish Killer	—	5th Level Elven Fighter
Elvish Fighter	—	7th Level Elven Fighter
Elvish Priest	—	3rd Level Elven Cleric
Elvish Curate	—	5th Level Elven Cleric
Elvish Slayer	—	7th Level Elven Cleric

Monsters

You will meet many interesting and dangerous monsters in the game. Following the encounter descriptions is a section outlining tactics on how to fight each of the monster types you will encounter in ***Champions of Krynn***.

The monster listing in the rear of this clue book also shows what spells are best to use against each foe. Use these suggestions to maximize your chances of winning each time you face a new opponent.

And so it begins...

MAPS:

A. Throtl

Synopsis: You have been sent by Sir Karl Gaardsen to find Caramon in the "abandoned" city of Throtl. Throtl was built by hobgoblins and was deserted after the War of the Lance. As you enter the city, you realize that the information you got is extremely out of date. You are stopped by hobgoblin guards that try to kick you out of town. As you penetrate deeper into the city, you find evidence that fighting has been going on between the forces of evil and the troops under Caramon.

Goals: You must find and rescue Caramon from the clutches of the evil forces that have retaken Throtl. After Caramon's rescue, you must defeat a Cleric and his undead minions in the southwest corner of the city, in order to get the key to the Temple area. The Temple lies in the northeastern quadrant of Throtl.

Note: There are many traps in the city. You should have a thief with you if you wish to pass safely.

If you leave the city for any reason, such as getting trained at the outpost, any NPCs that you have picked up in Throtl will leave you. Those NPCs are lost forever, so you should not leave Throtl, once you have added the kender and knight NPCs to your party, until the NPCs leave with Caramon.

There are many random encounters in the abandoned city and they vary radically in difficulty. For this reason, you should save the game often while you are exploring Throtl.

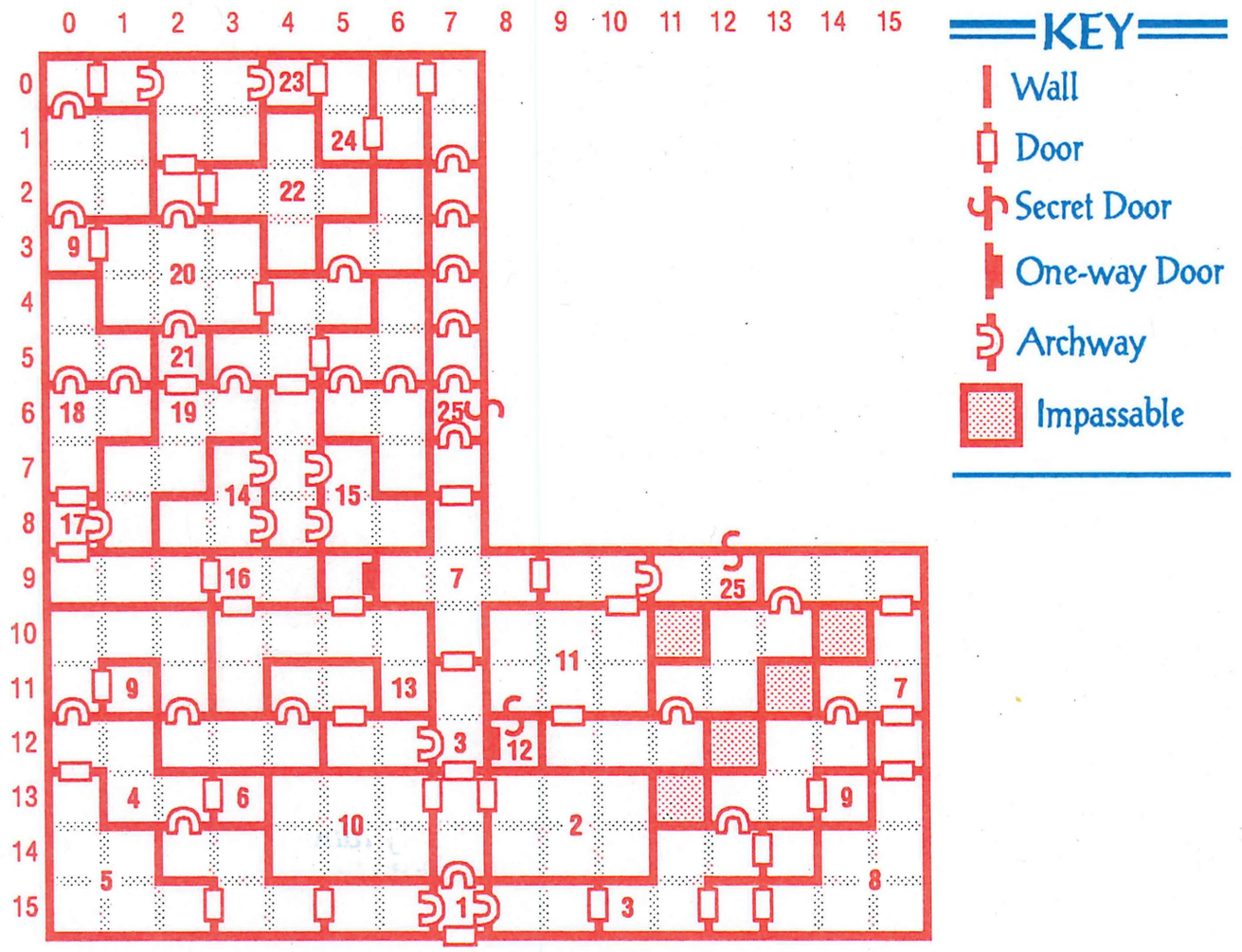
Giant Centipedes are particularly dangerous, as they can poison your characters, killing them instantly. You should try to obtain the scrolls of Neutralize Poison from room #9 as soon as you can.

Where you can rest: Room 9 is safe and you may rest freely there. Otherwise, you risk interruption but can probably rest for a short time without danger.

RANDOM ENCOUNTERS:
There are six random encounters possible in Throtl, but this number is reset every time you leave the city to either the temple or the overland. The number of monsters you will encounter is usually small.

The types of creatures you will encounter include giant rats, giant centipedes, hobgoblins, skeletons, zom-

A. THROTL



bies, ghouls, baaz draconians, and evil spell casters. You should be very cautious when wandering Throtl, as some random encounters will include evil clerics and the dreaded black-robe mages. If you see these enemies in an encounter, you should try to eliminate them as quickly as possible.

Because of the danger of some of the random encounters in Throtl, you should go back to the outpost to rest and train if you are becoming depleted while exploring Throtl. Resetting the number of enemy patrols is not as bad as losing one or two characters because you were too weak to continue.

MAP LOCATIONS:

1 Entrance/Exit to Overland. Contrary to the statements made to you in the outpost, Throtl is indeed guarded. The guarding force consists of several hobgoblins, hobgoblin leaders, and four warriors. You must defeat the guards in order to enter the city. Use Sleep, Charm, or Hold Person spells to get past them.

2 A party of hobgoblins and hobgoblin leaders are in this room. This is your first clue to the existence of something called "The Plan". You may leave without fighting but choosing PARLAY or FIGHT leads to conflict. Again, Sleep is a very useful spell.

3 You will meet a terrorized man in one of these two places. He will gibber about Caramon and some sort of attack before he runs away in fear.

4 Several zombies and many giant rats are in this corridor. If you run, you may avoid the zombies but the rats will catch you.

5 This room is empty until you find and release Caramon, then you will find the cleric with the keys to the Temple here. He is guarded by many skeletons and two zombies. Note that this cleric will cast Hold Person if given an opportunity, so you should try to injure the cleric every round to prevent him from casting spells. Make certain your clerics TURN the skeletons and zombies.

6 This room is filled with coffins.

7 You will find the remains of a battle in one of these places. Some of the battered pieces of equipment contain the heraldic device of the Solamnic Knights. After you find Caramon, the central area is littered with frozen draconian and hobgoblin bodies.

8 When you enter this room you will overhear something about a plan. If you decide to EAVESDROP on them, you will hear a little more before you are attacked. If you leave, you will not be stopped. You may also attack. If there is combat, you will fight two baaz draconians, four hobgoblin leaders, and three warriors. Sleep spells can often affect baaz, so use them here as well.

9 There is a treasure in the first one of these rooms that you enter. You must defeat a cleric and five skeletons in order to gain the steel pieces, the shield +1, a Potion of Healing, and the two clerical scrolls of Neutralize Poison.

10 This room is littered with decaying bodies. If you remain, you will have to fight many giant rats and skeletons.

11 You meet some of the enemy as you enter this room. A few of them run through the south wall (illusionary) in the southwest corner of the room. If you stay, you will have to fight many hobgoblins supported by two clerics. Make sure you kill the clerics quickly or else they will Hold your party, and you are sure to lose someone. Sleep and Charm Person spells are excellent choices for use on the clerics.

12 Someone runs out of the room to the west as you enter. This room contains a treasure of steel pieces, gems, and jewelry.

13 Caramon is found here. After he tells you his story, a tremendous crash and screams are heard. A beautiful young woman then enters and tells Caramon and your companions that they must leave. You are directed to find the cleric who has the key (see #5), get it from him, and then explore the Temple as you continue the investigation of Throtl. You gain an extra 3000 experience points per character for finding Caramon.

14 & 15 You will find a magic-user scroll in each of these places.

16 You are caught in an ambush from above. You must defeat five baaz draconians, three human warriors, two clerics, and a black- robe mage to continue (or survive). Make sure you have your Sleep and Hold spells ready here. Don't hesitate to cast every spell you have in order to win this one. The black-robe mage is the most dangerous opponent you face here, as he will Charm members of your party and they will join the enemy forces. You should try to take out the black-robe as soon as possible!

17 There is a gas trap here. If you have Larcent Strangbourn (from #19) with you, he will trip the trap harmlessly. If not, then you will get a chance of detecting the trap. Having a thief in the party will help here greatly. If you detect the trap, you will get a chance to remove it and if you do so, the character who removes it gets 300 experience points. If you don't detect the trap or you fail to remove it, gas will be

released that may cause up to 10 points of damage to each party member.

18 If the trap at 17 has been sprung, a cleric and his minions are coming to investigate as you enter the room. The first time you enter the room, you may avoid a fight by leaving. If you attack or enter the room a second time, however, you must fight five hobgoblins, two baaz draconians, and a cleric. You gain a treasure of steel pieces and gems, if you win.

19 If you have the soldier from room #23 with your party, you will meet some hobgoblins here. The soldier turns on you and attacks. You will fight one 7th level fighter and many hobgoblins. In any case, you will meet Larcent Strangbourn, a Solamnic knight who had been with Caramon. He describes the circumstances of the battle and offers to join your party. If you refuse twice, he will leave. This NPC is on your side and will help you until he leaves with Caramon, or you leave Throtl. You should allow him to join, as his presence may make the difference in the fight at #18, and he knows about the trap at #17.

20 You meet a kender who offers to join your party. If you refuse, he will leave. This NPC is a good guy and will help you if you let him join your party.

21 There is a pit trap here. If it is successfully detected and removed, the character removing it receives 300 experience points. If the trap is sprung, several characters are likely to be injured in the fall. The pit is occupied by many skeletons and giant rats.

22 This is a dead-fall trap. If successfully removed, the character performing the removal will be awarded 300 extra experience points. If sprung, you can expect someone to get injured.

23 You meet a soldier who tells you that he has just left Caramon, who has returned to the Outpost. He asks if you wish to join him in searching for a treasure. If you refuse, he will signal his hobgoblin allies who will jump from the shadows and attack. Fighting him here will result in a smaller fight than if you let him join and fight him at 19.

24 A flight of arrows hits you from the north. They may hit up to four party members for 1d6 damage each.

25 These are the secret entrances to the Throtl Temple. You must have found Caramon at 13 and defeated the cleric at 5 to get the key that will allow you to enter the Temple.

B. Throtl Temple

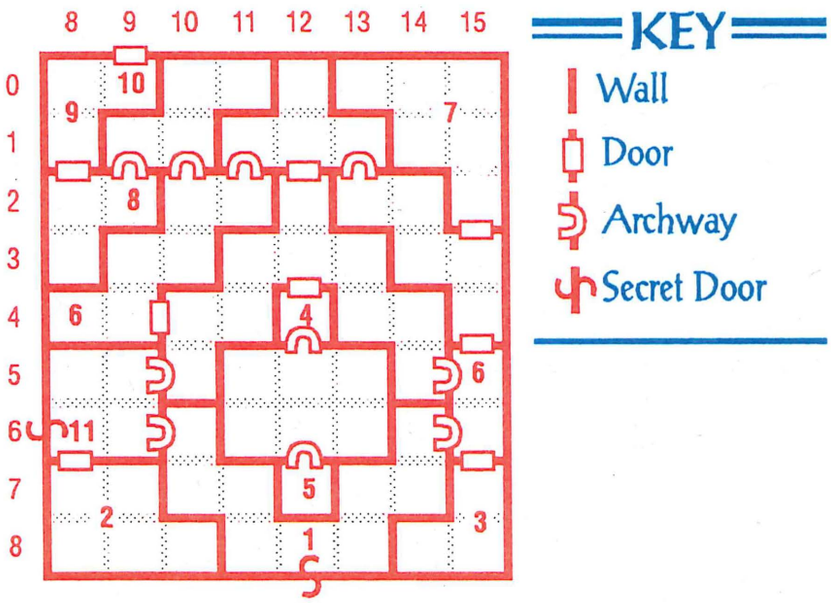
Synopsis: Caramon has been rescued and the key wrested from the grasp of the evil cleric that had captured him. You have been ordered to explore the rest of Throtl for more evidence of the eggs and to determine the enemy's intentions. You enter the Temple district and are immediately aware of heavy magics in the area.

Goals: Your party must defeat the enemy clerics who are attempting to perform a conversion on the good dragon eggs they have captured. You must explore the Temple area to glean as much information as possible. After defeating the clerics in the inner temple, you should descend into the Catacombs.

Note: You may return to the outpost at any time if you need to heal or gain levels. It is highly recommended that you train before descending into the Catacombs. However, be warned that there may be more monsters waiting for you in Throtl when you return...

Where you can rest: At the inner temple after defeating the forces there. You may try to rest anywhere, but may get interrupted, especially if you let the cleric at #3 go free.

B. THROTL TEMPLE



RANDOM ENCOUNTERS:
There are eight total random encounters to be found in the Temple of Throtl. The chance of running into one is greatly increased if you let the cleric at #3 go free. You can run into a wide variety of monster types here including baaz, giant rats, skeletons, zombies, ghouls, powerful clerics and black-robe mages.

As always, if you leave the Temple to either the City or the Catacombs, when you return you will find fresh patrols waiting for you.

MAP LOCATIONS:

1 Southern Entrance to the Temple.

2 As you enter, you hear an argument going on. A cleric will turn and demand to know who you are. If you respond by Parlaying SLY, you will get a letter that contains useful information. If you respond NICE or MEEK, you will be thrown out of the room. Any other response will put you in conflict with two black robe mages, two clerics, and three warriors. If you win the fight, you will find the letter. Any attempt to talk with the cleric after getting the letter by parlaying or after being thrown out, will result in the fight listed above.

3 You come upon a lone cleric. You can either threaten him or let him go. If you let him go, he will be grateful to you for as long as it takes him to get out of the room; then he will begin yelling for the guards. If he gets out you will have many more random encounters to deal with. If you threaten him, however, he will surrender and you may tie him up to keep him quiet. In either case, you'll find useful information on scraps of paper.

4 This is the inner temple. You can see the altar at the far end of the room. As you enter the inner temple, you are jumped by six baaz draconians. If you defeat them, you will hear a priest from the altar area.

5 This is the main altar of the Temple of Throtl. You enter upon a dark ceremony that is attempting to convert brass dragon eggs into draconian warriors. The attempt fails and the eggs explode, killing many of the acolytes. A cleric will spot your party and blame you for the failure, taking you into a vicious combat. This is a dangerous fight and will take careful planning to win. You are up against an evil curate, three black-robe mages, two clerics, and five baaz draconians. If you win this battle, you will gain 1000 extra experience

points each, as well as a treasure containing 350 steel pieces, one gem, a Potion of Extra Healing, and a +1 Flail.

In order to be successful in this fight, you will need to use your Sleep and Hold Person spells wisely. Sleep the enemy quickly as they will cast many dangerous spells on your party. If you need to damage an enemy spell caster before he casts a spell on you, use Magic Missile spells to hit him instantly. Having protection spells active when you enter here (such as Bless) is not a bad idea either. No matter what, it is a good idea to save your game before entering this combat, as the enemy spell casters make it a very dangerous and unpredictable fight.

6 You will encounter an undead patrol here. You may fight or leave. If you choose combat, you'll fight skeletons, zombies, and a pair of ghouls. These are former members of Caramon's party, turned into undead by the evil clerics.

7 You discover two clerics and four baaz draconians here. The clerics don't want to fight, but the baaz will force the issue if you don't leave. You gain more information if you win.

8 Once you defeat the evil forces at #5, you will come upon a large party of draconians carrying brass dragon eggs. Five of them split off to stop you while the others flee.

9 Until you defeat the priests at #5, this area is empty. However, once you clear the inner temple at#5, there is an evil curate here directing the activities of six zombies. You can fight, leave, or attempt to parlay. If you try to parlay, they will simply close the distance between their group and your party and then attack. If you win this fight, you will discover a treasure of 10 +1 Arrows and a Potion of Speed.

10 The entrance to the Catacombs is here. The draconians with the eggs have fled through here and you must pursue. You may not enter the Catacombs until the enemy in the inner temple (#5) have been defeated.

11 This is an ambush. A cleric-led undead patrol will attack you here. This can be a costly ambush, as the cleric gets to cast a Hold Person spell before you can act. Make sure you have a Dispel Magic spell prepared on one of your neutrally-aligned clerics. This will allow you to free your frozen characters from the Hold Person spell.

C. Throtl Catacombs

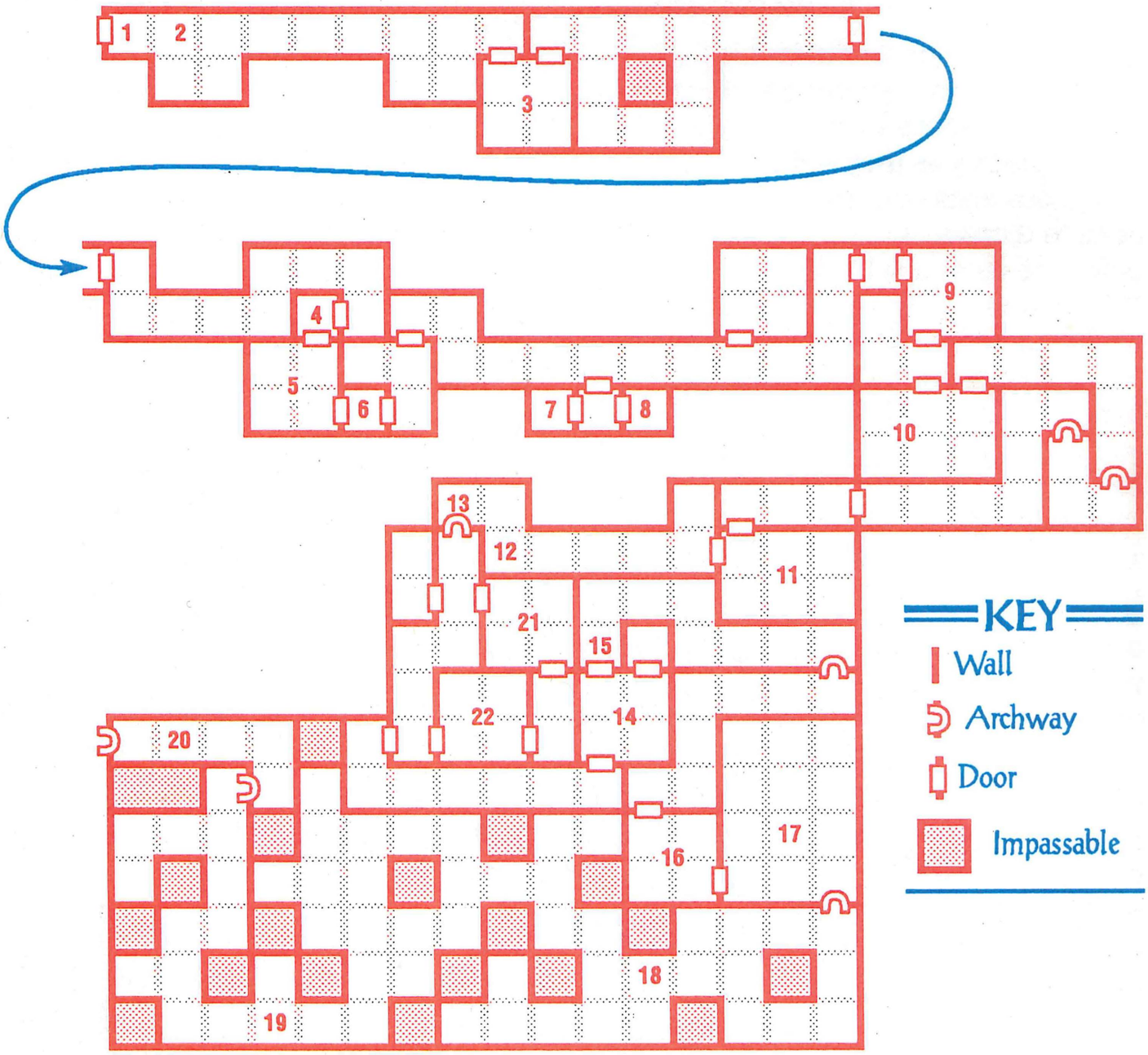
Synopsis: You have discovered that the enemy is still attempting to convert dragon eggs into draconians. You must now enter the Catacombs and scour it clean of enemy forces, and discover as much as you can about Myrtani's sinister plan.

Goals: You must find out more about Myrtani's plan and capture any caches of good dragon eggs that you can. Then you must return to the Outpost with the information and eggs so that the commander can decide what to do next.

Note: You will encounter white dragons at encounter #20. Be sure you go back to the Outpost to recuperate and train before trying to complete the Catacombs. You should use the Wand of Ice Storm gained in room #6 to defeat the many large encounters you will face in the Catacombs. Also, don't forget that the Resist Cold spell will allow your party members to better stand up under the effects of the wand if you are caught in a confined space.

Be warned that there are many difficult random encounters in this area. You should save your game often and never pass up an opportunity to rest and recuperate spells and hit points.

C. THROTL CATACOMBS



Where you can rest: You may rest in room #6 for an unlimited amount of time. Otherwise, you may rest anywhere but have a good chance of being detected and attacked if you rest for more than a short time. You can probably perform a FIX or memorize a few spells.

RANDOM ENCOUNTERS:
Your party will be beset by as many as eight random patrols here. These patrols contain the same monsters as those in the temple area above. You should be very careful to keep your spells memorized and your hit points at maximum. Use room #6 as a base for resting to regain spells and hit points.

If you return to the Temple of Throtl, the patrols will reset and await your return.

MAP LOCATIONS:

1 Entrance/Exit. This leads to and from the Temple of Throtl.

2 Fighters attack you here in an ambush. You face several warriors and two black-robe mages. No matter what you do, the commander of the defending forces will send word to warn the rest of the Catacombs of your approach.

3 A cleric is frantically trying to destroy some papers here. He is guarded by a number of undead servants. If you defeat him and his servants, you will gain more information on what is happening here.

4 You surprise seven baaz draconians trying to carry dragon eggs out of the room.

5 A group of monsters is surprised by the sudden appearance of your party. You face five warriors, two clerics, and a black- robe mage arguing about the eggs. When they discover you, you may attack or flee. If you flee, however, they will be waiting for you the next time you enter the room. When you defeat them, you will gain a map to Gargath Keep.

This is another fight with several enemy spell casters. Use your ranged weapons and spells to knock out the black-robe mage quickly. If their mage Charms one of your party, use a Charm Person or Dispel Magic spell to bring him back, or just cast Hold Person on the charmed party member. Don't be afraid to cast your spells, as you may rest for an unlimited amount of time in the next room at #6.

6 Here you discover a fabulous treasure containing 500 steel pieces, two gems, a +2 hoopak, a Potion of Invisibility, a Wand of Ice Storm, and a pair of Bracers AC6. The Wand of Ice Storm is the most important magic item you get here and should be used in several of the fights in the Catacombs, especially #20. Also, this room is secure so you can rest as much as necessary to get your spells back to maximum. Rest enough so that the moons cycle to your favor and then proceed with maximum bonus spells.

7 Here you are attacked by several skeletons and giant rats.

8 This room is an old broom closet. There is nothing of value to be found here.

9 If you search here you will find a suit of +1 Chain Mail.

10 If you search here, you will be attacked by many skeletons and even more giant rats.

11 There is an ambush here. You will enter and notice a whirling pattern of lights. If any of your characters make an intelligence roll, you will recognize the lights as an illusion designed to distract you while the enemy forces move in for the kill. This character will awaken the others (and gain 500 experience points for noticing the trap) and you will be able to fight without penalty. If you are mesmerized, however, you will have a severe penalty assessed against each character's movement, THAC0, and AC for the rest of the combat.

This is a very tough battle, even if you are warned. You will be up against five baaz draconians, four warriors, four hobgoblin leaders, and two black-robe mages. If you take out the black-robe mages before they can Charm one of your party members you'll have no problem here. However, if you let them cast their spells, you'll be in for a tough fight. Use your wand if you have to in order to win this one, because the treasure to be gained is tremendous.

If you are victorious, you will gain 1000 experience points per character, as well as a treasure of six gems, three jewelry, a Potion of Healing, and a Ring of Protection +1.

12 You overhear a party of enemy troops complaining about having to move the eggs. They are also spreading the word that a group of good adventurers is on their trail.

13 You meet up with the party that you overheard at #12 above. You will have to fight six warriors, four baaz draconians, a cleric, and a black-robe mage. If

any of them successfully run away from the battle (and they will try if you are winning), you will have to fight many more monsters before reaching the end of the catacombs.

Once again, don't underestimate the danger that the spell casters pose. If they are allowed to cast their spells, you will probably lose the combat. Make sure you cast at least a couple of Sleep spells to reduce the number of active opponents.

14 If anyone escaped from the battle at #13 above, you will have to fight four warriors, three baaz draconians, and two black-robe mages here. Again, take out the enemy spell casters as quickly as possible.

15 If anyone escaped from the battle at #13 above, you will meet a large group of hobgoblins here.

16 Another group of enemy forces is gathering here to stop you if anyone escaped from the battle at #13. If you attack immediately, you will gain the advantage of surprise. If you wait, they will be ready for you. The forces you will face include many hobgoblins led by four warriors and four baaz draconians.

17 This room is filled with broken brass dragon eggshells. You spot some enemy troops carrying sacks of eggs. They are running out of the room and into the main caverns to the south.

18 You will hear footsteps to the west telling you where to go. You will also hear the sound of a dragon roaring, telling you to get ready for a serious fight ahead!

19 Here you catch up to the fleeing enemy troops. While many will continue on with the sacks of eggs, some of them will remain behind to fight you. If you wait for them, they will advance up to you and attack. The enemy company consists of many hobgoblin leaders, five warriors, and two black-robe mages. Don't let their spell casters get their Charm Person spells off, or you will be in serious trouble. Don't advance towards the enemy, but form a battle line instead. If you wait for the enemy, you can defeat the enemy fighters before having to deal with the mages.

20 The gate to the Overland is here and is filled with hobgoblins trying to get out with the sacks of dragon eggs. When you arrive, you will be rushed by hobgoblins and a pair of white dragons. If you win the battle, each character will be rewarded with 4000 bonus experience points.

This is a very tough fight. You might want to have your clerics cast Resist Cold before entering this combat. Use every spell at your disposal and don't be afraid to use the Wand of Ice Storm on the dragons. The dragons have a very good AC and are therefore difficult to hit. The wand will hit them no matter what and is very useful.

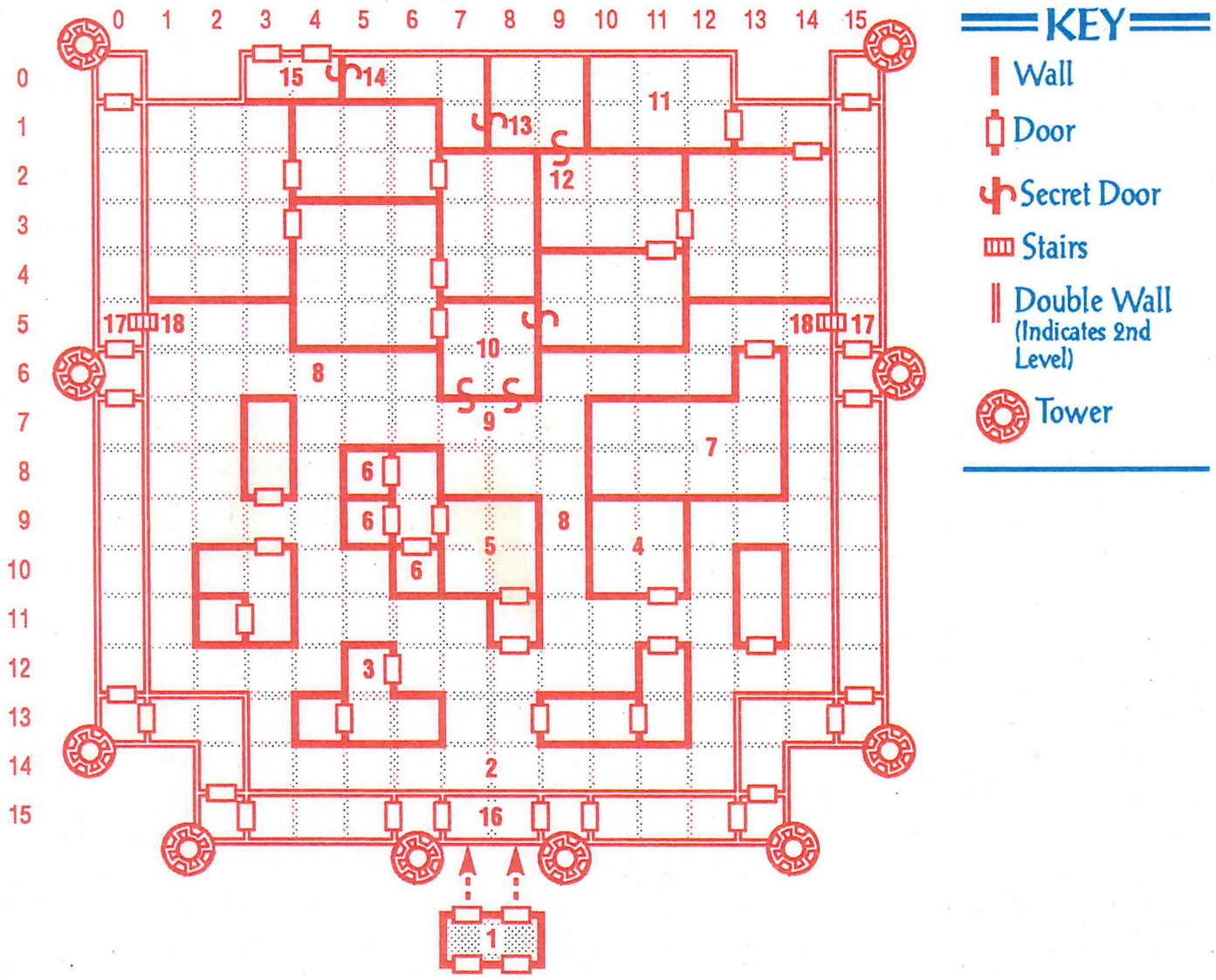
21 This is a room filled with piles of skeletons. There is nothing of value here.

22 There are old caskets and bones in here. You will find your searching to be fruitless.

D. Gargath

Synopsis: From Throtl you have learned that the draconian forces are beginning to rise once again. The most disturbing news is that they are once again attempting to create more evil draconians through the corruption of good dragon eggs. So far, they have not succeeded. However, Myrtani's name seems to keep popping up, and he may have learned the secret of the conversion! As you arrive at the second outpost, the towns of Gargath, Jelek, and Neraka are named as possible enclaves

D. GARGATH



of evil. One ray of hope shines through, however... a Dragonlance is rumored to be hidden in the Keep of Gargath. This weapon must not be allowed to fall into the hands of the enemy.

Goals: You must find the entrance to Gargath Keep and clear the town of evil forces.

Note: You should follow the instructions of the resistance fighter you meet upon entering the city. If you do not, then you will have many more random encounters and this part of the adventure will be much more difficult.

Where you can rest: If you did not follow the instructions of the resistance fighter at #2, then you will not be able to rest anywhere but the inn.

RANDOM ENCOUNTERS:
Although the number of encounters in Gargath is smaller (only seven patrols), the patrols are much more dangerous. They usually consist of evil fighters escorting thaumaturgists, elvish curates, ogres, ghouls, elvish killers, and draconians. Although you could run into some weaker monster types, such as zombies and skeletons, the spell casters are very common here.

You should follow the resistance leader's instructions. If you do not, your chance of having a random encounter is greatly increased.

MAP LOCATIONS:

1 This is the main gate to Gargath. This is inside the walls of the city and has many holes in the ceiling for the guards above to attack through. The guards here will ask what you are doing here. You may leave, attack, or claim to be tradesmen. If you leave, you will return to the overland map. If you claim to be tradesmen, the leader of the guards will ask what you trade. To be successful with this ploy, you must then bluff your way past with a high charisma character. If the character is not successful in the bluff attempt, then you will have to fight your way in. If you get in without a fight, then you'll have to fight the guards on the way out, unless you haven't engaged in any combat in the town (unlikely).

Killing the guards is recommended, as you will have to fight them eventually. The guards consist of four evil fighters, four ogres, and two elvish rogues. The rogues are by far the most dangerous (they are spell casters and will use their Charm Person spells on your party) and should be dispatched first. Don't forget that even the highest level fighter can be downed with a single Hold Person spell if he fails to save.

2 You are met here by the leader of the Gargath resistance. He explains that he has heard from Sir Karl and has information for you. If you refuse to follow him, you will have much more trouble completing this portion of the adventure, so you should go with him. He will lead you into an adjacent building and give you information regarding the capture of Gargath Keep by draconians. He will offer you hoods to wear that will disguise you to look like draconian troops. He will then direct you to #3 where you will gain additional information. You should take the hoods from him and do as he says — he is on your side.

3 This is the tavern. You can drink and overhear information here. Pay special attention to the first Tavern Tale you hear.

4 This room is a soldiers' barracks. You can attack, leave, or parlay once you enter. If you parlay the soldiers will offer to allow you to leave if you give them half of your money. If you refuse or attack, you will have to fight seven elvish killers and four evil fighters led by two thaumaturgists. This is a difficult fight as the thaumaturgists will be throwing Lightning Bolts at your party. Eliminate them as quickly as possible using ranged weapons (arrows) or spells (Magic Missiles are good for this). Don't forget that an enemy spell caster may not cast a spell in a round after being injured.

5 You will meet the innkeeper here. He will direct you to rooms where you can rest. You may be interrupted in the inn, but your chances of resting undisturbed are good.

6 If you followed the resistance leader from #2 above, you may rest here in safety. However, you may not rest forever.

7 In this room you will encounter a group of human officers.

They will demand to know what unit you are from. You can either try to bluff your way through or you can attack them. If you bluff and answer them with 101, which you find out from the tavern, then you will get to eat with the officers and you can listen in on boring speeches. You can then leave or attack. If you attack after dinner, you will get the advantage of surprise. Either way, you should attack them because they have a treasure containing a suit of +1 Plate Mail and a set of Gauntlets of Ogre Power, which increase the wearer's strength to 18(00)!

The fight will be difficult, as there are many spell casters. The three evil fighters provide excellent cover for the two evil curates and the two thaumaturgists. Don't let their spell casters get their spells off, or you will certainly have some party members go down. Use arrows or Magic Missiles to keep their spell casters at bay.

8 You will spot the draconian guards ahead at #9 here.

9 Draconians are guarding what appears to be an empty wall. If you are not wearing your hoods, you will be attacked immediately. If you are wearing the hoods, you may either run away, attack, or parlay. If you parlay either MEEK or NICE, the guards will push you away. Otherwise, they will attack. The fight is against four baaz draconians and three kapak draconians. Be careful, as the kapaks can paralyze you with their poisoned weapons. Cast a Bless spell before entering the combat in order to increase your characters' resistance to paralysis.

10 This is the entrance to the false front of the Keep that the draconians have added since they took over the town. There is a secret door in the upper right corner of the room.

11 You will be attacked by five skeletons, two giant snakes, and a evil curate here. The giant snakes are VERY LETHAL, and if you still have some of the Neutralize Poison scrolls found in Throtl, use them on anyone poisoned by the snakes. If you beat the curate's company, you will find 500 steel pieces, three gems, and two items of jewelry.

12 If you have found the secret door here, a group of draconians will pour out of the door. You will be attacked by four baaz and three kapak draconians.

13 There is a secret door here.

14 Another secret door is found here. If your party spots it a group of enemy troops pours forth. You will have to fight four baaz draconians and five elvish killers. The elvish killers carry two-handed swords, which are very handy weapons. Pick up one for anyone who needs a bigger weapon.

15 This is the real entrance to the Keep. It is heavily guarded by four kapak draconians, three baaz draconians, four thaumaturgists, and two elvish rogues. THIS IS A TOUGH FIGHT! Make sure you save before trying to defeat these evil forces, as you could very well have trouble with them.

This is a fight that will require careful planning and execution. You should cast preparatory spells before going into the fight (including Prayer and Bless, if you have them) and should even consider using the Potion of Speed on your best fighter. This will allow you to hack your way into the thaumaturgists before they can begin their lightning frenzy. Use Charm Person spells to get one or two of them on your side and you will have a much easier time of it.

16 This is the upper guard house. If you attack, you will have to fight five ogres, three evil fighters, and two elvish rogues. If you win and there are still guards in the lower gate house, you may attack them from here.

17 This is the top of the staircase to the castle walls.

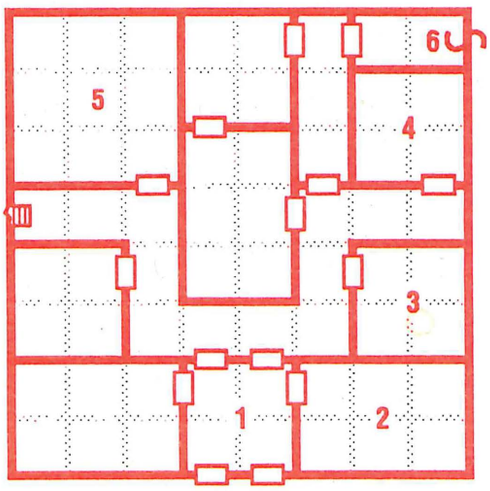
18 This is the bottom of the staircase to the castle walls.

E. Gargath Keep

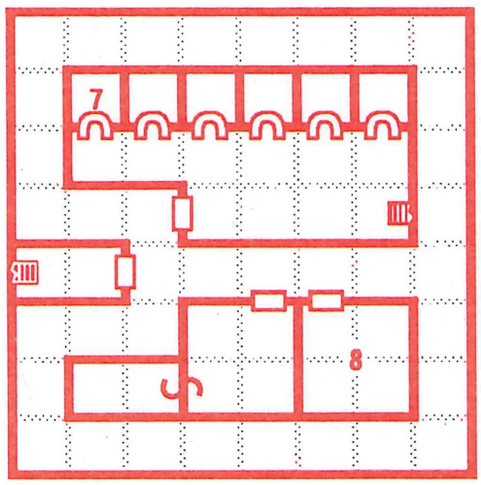
Synopsis: You now have the map to Gargath Keep which you found in the Catacombs of Throtl (see journal entry #72). You must now try to find the Dragonlance!

E. GARGATH KEEP

1st Story



2nd Story



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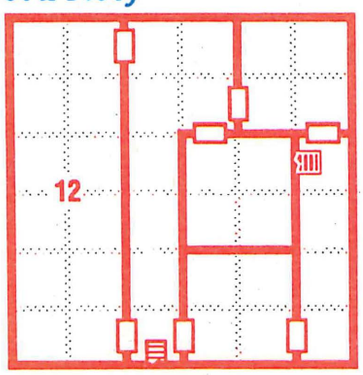

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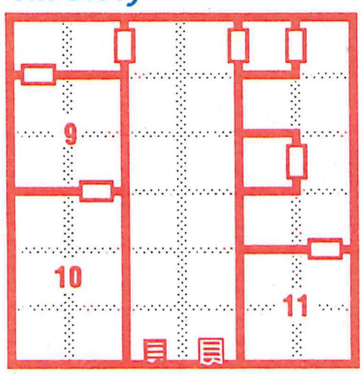
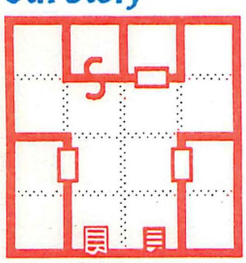


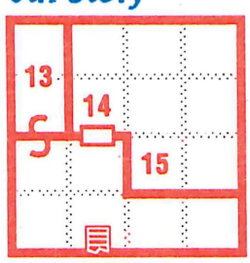
KEY

- Wall
- Archway
- Door
- Secret Door
- Stairs Up
- Stairs Down
- Circular Stairs

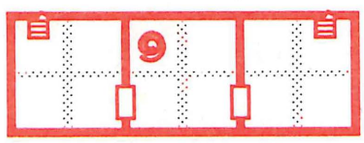
5th Story



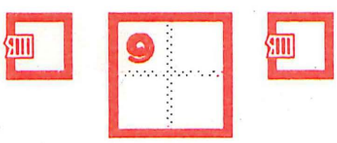
6th Story



7th Story

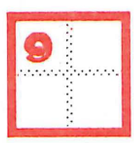


8th Story



9th Story

10th Story



11th Story

12th Story

Goal: Find the Dragonlance and recover it for the forces of good.

Note: There is a secret door in the northeast corner of the first floor of Gargath Keep. This door will allow you to get into the wilderness without going through the town of Gargath. Once you have found the secret door, you may enter the Keep either from the wilderness or by walking through Gargath.

Where you can rest: You may rest safely in room #13. Otherwise, you have a fair chance of being discovered if you tarry too long in one place.

RANDOM ENCOUNTERS:
There are a total of six random encounters in Gargath Keep. You will often run into groups of draconians and ghouls led by evil curates, so take care to remain ready for a difficult fight at any time. There are also groups of giant rats, giant snakes, and giant centipedes that will bar your way. The giant snakes are deadly and should be targets of your Snake Charm spells.

1 You are attacked by the guards of the Keep. You must fight two kapak and three baaz draconians, led by four elvish killers. These are non-spell casters but don't forget that the kapaks can paralyze you and that they leave acid pools when they are slain.

2 This room is a barracks. You can bluff your way through, attack, or leave. Any option will lead to a conflict with five evil fighters, two thaumaturgists, and two evil curates. Take out the curates first, as they will try to hold your party members.

3 You come upon a darkened room where a figure is hunched over a table reading manuscripts. There are other shapes in the room. You can try to eavesdrop, attack, or go away. If you eavesdrop, you will hear some mumbled words, but only fragments of the speech will be intelligible. If you leave, you may come back later, but all other options lead to battle. The opponents consist of a thaumaturgist and four evil fighters.

4 You come upon seven evil fighters dividing up some loot. If you defeat them you get their treasure of gems, steel pieces, and jewelry.

5 This is another barracks where the troops are practicing their skills. They will stop what they are doing and practice their skills on you! Your opponents are much like the group at #2 above.

6 This is the secret door to the overland area.

7 You will find a filthy prisoner here who manages to gasp out information before he dies.

8 The Castellan of Gargath Keep is held prisoner here. He will tell you where the Dragonlance is located and then leave to restart his life after your rescue. You must speak to the Castellan in order to find the secret door at #13.

9 Four kapak draconians are standing guard over the door to the south. You can leave if you wish, but they will attack if you tarry too long.

10 You interrupt a conversion in process. The troops attempting the conversion will attack you. Their group consists of evil fighters, thaumaturgists, evil curates, and kapak draconians. You will have a difficult fight here. Use Stinking Cloud spells to incapacitate as many of the enemy as you can. Use your Hold Person spells on their spell casters before they do the same to you.

11 You will find several evil fighters playing dice with some elvish killers here. You may leave, attack, or join the game. If you join the game, you will lose every round. If you leave and then return, they will attack immediately. If you attack first, however, you will gain surprise on them. Either way, if you defeat them, you will find 100 steel pieces and some gems and jewelry. Additionally, you will discover that the dice were loaded.

12 This room is filled with the dead of Gargath Keep. An evil curate hovers in the background. When you enter, some of the dead will begin to animate. If you

leave and then return, or if you wait, you will face many zombies, ghouls, and ghasts, as well as their master.

13 This is the normal location of the Dragonlance. However, the Dragonlance is gone! Two magical weapons were left behind, so it is obvious that the thief knew which weapons were really valuable. The swords remaining are a Longsword +1/+4 vs. Reptiles (including draconians) and a cursed Two-Handed Sword of Berserking. Don't take the two-handed sword. You may rest in this room as long as you like.

If you accidentally do take the two-handed sword and ready it, your character will begin to attack your party as well as the enemy. Cast Remove Curse on the character as soon as you can.

14 You stumble on draconians and humans packing up some dragon eggs, getting them ready for transport. Myrtani is here and carries the Dragonlance! He is directing the troops when you enter. When he sees your party, he breaks for the stairs in the southern end of the room. His troops will try to stop your pursuit as Myrtani leaves. His minions are numerous and dangerous, so be prepared for many fights. Saving your game prior to this room is recommended.

15 Myrtani will taunt you from the top of the stairs here. He then orders more of his minions to attack you. You must defeat many baaz and kapak draconians to continue the chase.

16 More kapaks attack to slow you down.

17 Yet another wave of draconians will try to stop you again.

18 Myrtani, having reached the roof ahead of you, thanks to the delaying efforts of his minions, has jumped onto the back of a large red dragon. He laughs as he heads into the sky. As an afterthought, Myrtani orders a trio of black dragons to attack you while he escapes. If you defeat them, you will gain 5000 bonus experience points.

F. Jelek

Synopsis: Jelek is one of the towns that has been taken over by the forces of evil. You are required to explore the town and find out the temper of the citizens. Sir Karl has also requested that you find for him a silver rose that grows on a bush in the burial grounds of Jelek.

Goals: You must find the office of Sir Lebaum, retrieve the silver rose, and explore Jelek to learn what is going on there.

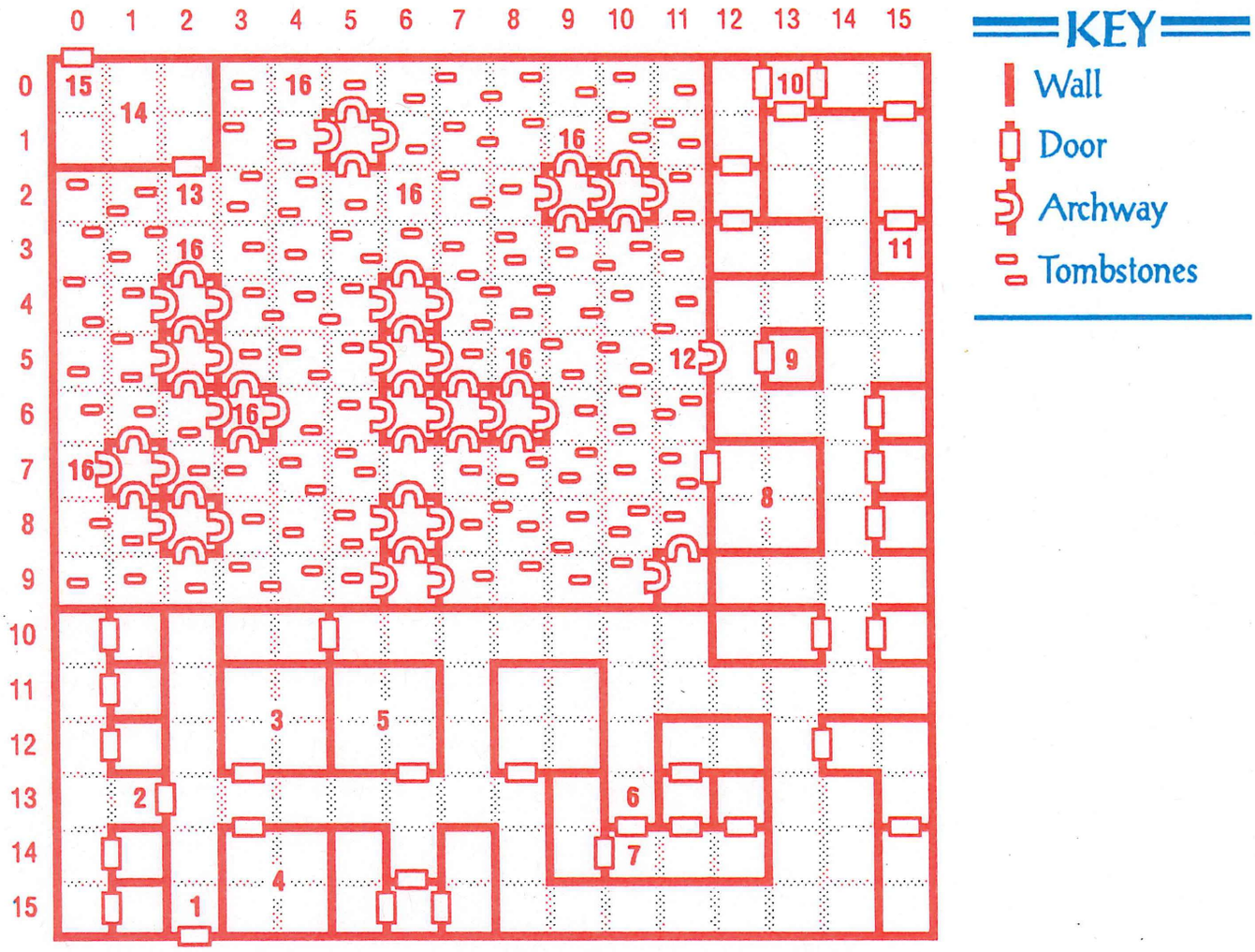
Note: You must finish all of Throtl before the Jelek encounters will become active. If you have not done so and you enter Jelek, it will function only as a simple merchant town, with rather high prices.

At various points throughout the town, you will spy a shadowy figure following you. This is Mysellia, a female thief who is part of the local resistance. She will help you when you are ambushed at #7 (or #12). She will also tell you of the one place you may rest safely (if you let her join your party after the ambush combat is over).

No matter what you do, Skyla will join your party when you enter Jelek. He will come back even if dropped from the party until you discover his true purpose at #7 (or #12).

Whenever you have a random encounter in Jelek, Skyla will leave your party only to return shortly after the battle. The random encounters vary greatly in danger level. You should save often and try to get to the ambush at #7 as quickly as possible so that you can gain the password to the safehouse

F. JELEK



at #11. You can then rest there and prepare for your foray into the graveyard.

Where you can rest: You may rest only at #11. If Skyla is with the party, you may not even rest there. You may not rest anywhere else safely, with or without Skyla.

RANDOM ENCOUNTERS:
There are five random encounters to be found in Jelek. If you leave the city, these patrols will reset and be ready for your return.

If you have an encounter in Jelek, it is sure to be dangerous. You will encounter evil fighters, elvish curates, thaumaturgists, and elvish rogues. As many of your opponents will be spell casters, you should use any mass damage spells you have (Fireball, Ice Storm, Lightning Bolt) as soon as possible to damage as many of your opponents as you can. Use arrows and Magic Missile spells to keep a constant bombardment on their spell casters. If an enemy spell caster is badly wounded, try to finish him off so you'll have one less threat to face.

MAP LOCATIONS:

1 When you enter Jelek, you will be forced to accept Skyla as an escort, supposedly to protect you from any evil doers in town. In reality, of course, the escort is to lead you into an ambush and keep you away from the burial grounds. Skyla will leave whenever a random encounter occurs and will interrupt you whenever you try to rest. He will leave just before the ambush he leads you to.

2 This is the inn. You may not rest here.

3 The tavern is here. You may drink and listen to local gossip. The tales may or may not be true, however.

4 The armory sells weapons at very inflated prices. You can purchase composite bows here (they have a much greater range than normal short bows) for your warriors. The composite bows are expensive, but worth it.

5 This magic shop is the first opportunity to purchase certain magic items, but the prices are VERY high. However, if you can afford a Wand of Magic Missiles, it will prove quite useful for hitting enemy spell casters.

6 This is the entrance to Skyla's ambush site. Make sure you save before entering #7.

7 Here you are ambushed by Skyla's cohorts. He reveals that he has been setting you up the whole time and then he leaves Jelek to report to his superiors that you are taken care of. This is a very difficult fight, even with the additional support of Mysellia, the female thief described in the Notes section.

The combat is against six evil fighters, four elvish rogues, and three evil curates. With seven enemy spell casters facing you, you must be prepared to cast every offensive spell you have, as quickly as you can. Use preparatory spells before entering this combat, such as Bless and Prayer. Having a character with Lightning Bolt memorized will help you greatly as you could move that character to the end of the enemy line and zap many of them at once. Don't hesitate to use your magic items here.

A good tactic in this fight is to use a Wand of Magic Missiles (or several, if you have them) to injure the enemy spell casters before they can cast their deadly Hold Person and Charm Person spells on you. If you wish, you can have the Kender in your party sacrifice himself to save the party by taunting the enemy. This will cause enemy spell casters to target their Lightning Bolt and Magic Missile spells on the Kender, saving your spell casters from the deadly effects of those spells.

Once you defeat Skyla's minions, Mysellia will offer to join you. Accepting will gain you some information about Sir Lebaum, as well as a good companion for your exploration of Jelek.

8 This was Sir Lebaum's headquarters while he was in Jelek. You will find information that he has left here.

9 You will meet an old gravedigger here. If Skyla is with you, the gravedigger will leave. If Skyla is gone, the gravedigger will tell you of the strange things that have been going on in the graveyard since Sir Lebaum came to town.

10 This is the entrance to the safehouse. If Mysellia is with you, the guard will escort you to a room where you may rest. If she is not with you then he will ask for the password (the password is RUMOR). If Skyla is with you, the guard will not appear.

11 The safehouse. If you don't have Skyla with you, you may rest here as long as you wish.

12 If Skyla is not with you and you haven't defeated his minions at #7, then Skyla will rejoin your party here and insist that you not go into the graveyard. If you insist on going in, the fight at #7 will occur here (including the appearance of Mysellia).

13 You will find a silver rose bush here. However, as you pick a rose, three black dragons will attack you. They are quite dangerous and can kill party members. Don't have your Kender taunt them as they may kill him. Make sure you use mass effect

spells (Fireball, Lightning Bolt, and Stinking Clouds) to kill them quickly.

14 In order to reach the exit at #15, you must defeat a group of undead in this room. They include several zombies, two ghasts, and two ghouls. You will gain valuable treasure if you defeat them in the form of a Scroll of Protection vs. Dragon Breath, a Wand of Fireballs, and a Periapt of Proof vs. Poison. These are some of the most important magic items you will find. The scroll will be vital later and the periapt will really help against giant snakes. The wand is simply wonderful as a weapon of mass destruction.

15 This is the back exit from Jelek.

16 These are locations of undead forces. They will vary in number and type, but all are dangerous. Don't forget that ghouls and ghasts can paralyze with a single touch!

G. Tomb of Sir Dargaard

Synopsis: This mission will get assigned to you at the second outpost after you finish Throtl and either complete Gargath, or exit and re-enter the second outpost six times. You may complete this mission at any time before completing Sanction. You don't have to finish it immediately.

Note: The tomb is a test of True Knighthood. If the party has no knight in the party, it cannot succeed here. The spectral minions that guard the tomb will attack anyone who shows dishonor. If the minions consider the party dishonorable, there will be a combat at every number listed below, instead of the listed encounter. The party can retake the tests at a later time.

Goals: To regain the magic items of Sir Dargaard and put his soul to rest.

Where you can rest: Nowhere until you have reached Sir Dargaard's spirit. Then, you may rest anywhere but will often be interrupted by draconian invaders. However, you may leave the Tomb at any time to rest or train, and then re-enter.

RANDOM ENCOUNTERS:
There are no random encounters in the tomb until you have either offended the minions or spoken with Sir Dargaard. If you have offended the minions, you will occasionally encounter groups of hostile spectral minions (8-14 of them in each group). If you don't offend the minions and you speak with Sir Dargaard at #8, the draconians will pour into the tomb. You will encounter groups of two or three kapak draconians led by one or two bozak draconians.

MAP LOCATIONS:

1 The entrance to the tomb is here in the center. This is the only way back to the wilderness.

2 You will find a pile of dead draconians here.

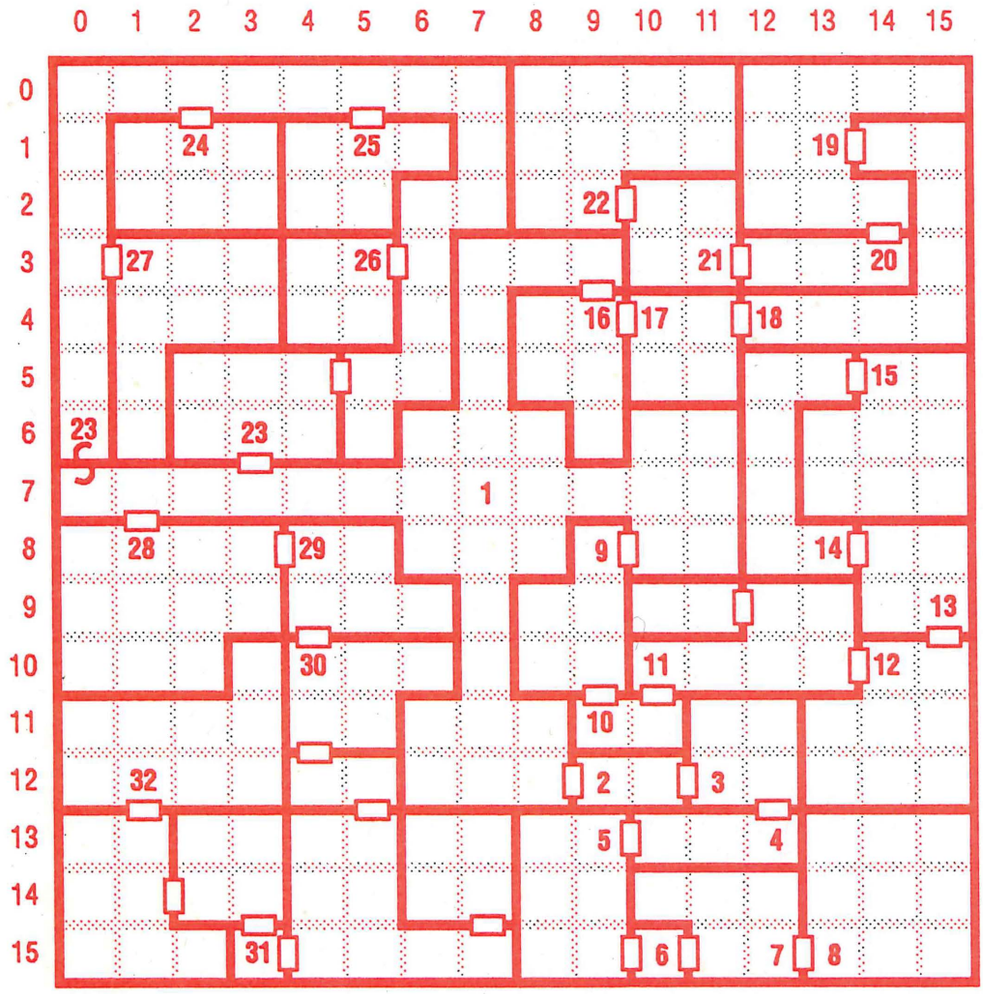
3 A spectral minion will bar the party's way until it has passed the tests of Honor, Battle, and Fear.

4 A spectral minion will confront the party here and ask a question that only a knight can answer. If anyone but a knight is selected to answer the question, he will fail. The party can retreat if he fails. If it refuses to do this, it will be considered dishonorable and the party will be attacked.

5 Another minion will ask the party a question that again only a knight can answer. Answering correctly means that the party has passed the final test, that of knowledge. The party will be able to enter the crypt after finishing this test. You must select a knight to answer this correctly.

6 You will hear sounds of someone following you at this point.

G. TOMB OF SIR DARGAARD



KEY

Wall

Door

Secret Door

7 This is the entrance to the final crypt. The door can only be entered if the party has passed all of the tests.

8 This is the main crypt. After the party has spoken with Sir Dargaard's spirit, it will be rewarded with all of Sir Dargaard's magic items (including a +2 Longsword, a Girdle of Giant Strength, and six suits of Solamnic Plate that only knights may use). Sir Dargaard will then heal the entire party before he leaves.

9 This is the entrance to the test of fear.

10 The first test of fear requires the knight in the party to step through a ring of fire, losing more than half his hit points in the process. Anyone else will be seriously hurt and won't pass the test.

11 Here you again hear sounds of being followed.

12 This is the second ring of fire and again requires that the knight step through. The knight will lose all but one of his hit points when he steps through. If a character other than a knight does this, he will be seriously injured and won't pass the test.

13 You begin to feel the time in here. The air is stagnant...

14 You hear a voice here say that death is better than fearing death...

15 This is the last ring of fire. If the knight enters this ring, he will be healed completely and will pass the test. Other injured parties will be left injured... this test is only for knights.

16 This is the entrance to the test of honor.

17 Here you are faced with a chance to help the downtrodden. You may choose to give nothing, money, life, items, or all three. Choosing money causes all money to be lost. Choosing items removes nearly all items from the party (a poor choice as those items are largely irreplaceable). If you choose life, a random character will be injured greatly (put to dying status). You must heal that character immediately or death will follow. If you choose all three, you will lose some money, some of your items, and will be spared loss of a life.

No matter which you choose, as long as you don't choose "nothing", you will have passed the first portion of the test and may proceed.

18 You again notice something following you, from the corner of your eye, only to turn and fail to spot it.

19 This is a checkpoint where the minions will stop you from leaving with the swords from #20. If you try, you will be considered dishonorable and will be attacked.

20 Here you will be confronted by a spectral minion with two swords. You are asked to take the sword on the right. If you do so, which you should, you will gain a +5 longsword. The other is a cursed berserker and you will be considered dishonorable if you take it. You may not continue past here unless you take the right sword.

21 Again you feel you are being followed.

22 The party will see images of a man in battle who needs a weapon. If you give up the +5 longsword, you will pass the test of honor. If you don't it will be taken from you and the spectral minions will attack you for your dishonor.

23 This is the entrance to the false treasure rooms. When your party enters you will be asked to take nothing.

24 This room is filled with illusory gems and jewelry. If someone takes them, that individual will be bitten by a jeweled serpent and may die. Also, you will be considered dishonorable by the spectral minions, as you failed to follow their instructions to take nothing.

25 You again feel that you are being followed.

26 Here you see illusory weapons and armor. Taking them will cause the spectral minions to attack.

27 Illusions of steel and iron pieces fill the room. The illusion hides a spiked pit that your party will fall into if you try to take the illusory money. Trying to steal the money causes the spectral minions to consider you dishonorable.

28 This is the entrance to the Test of Battle. The Test of Battle is the most difficult and is quite dangerous.

29 Again you feel as if you are followed.

30 A roof collapse on you, causing the party to lose over half of its hit points. You will then be confronted by undead. If you refuse battle, you will fail the Test of Battle. The fight is against four skeletal knights. The knights are very difficult opponents to defeat as they cannot be turned by any but the highest level clerics, which you probably won't possess by this point. You must defeat the knights in melee combat. Remember that skeletons are quite resistant to arrows and swords. Maces are the best bet for defeating the knights (or any magical swords you may possess). Flails and Hoopaks are also good for combating these creatures. Don't forget that Sleep, Charm Person, Hold Person, and Stinking Cloud spells won't affect these monsters.

Make sure you save the game before this fight. Retreating the party on the tactical map through the entry doorway will allow you to surround and more effectively combat these monsters. Make sure that your clerics cast Cure Light Wounds spells before the enemy closes the distance to your party.

After the fight, you may find that your best option is to exit to the Overland in order to heal and memorize spells. After doing this, save the game and then re-enter the Tomb to continue from where you left off.

31 Here you will be confronted by unintelligent monsters. If you flee this fight you will be unable to complete the test of battle until you return and defeat the monsters. When you do combat the creatures, you will face giant rats, giant centipedes, and mobats. If you have any Sleep spells memorized, they work well against the giant centipedes and giant rats.

32 This is the final test of the Test of Battle. You will face a group of four undead dragons. They can't breathe on your party, but they can bite and claw for substantial amounts of damage and they cannot be turned. Use Fireballs to weaken them and then kill them in melee combat.

In order to maximize your combat ability, it is suggested that the character with the +1 Flail be given the Gauntlets of Ogre Power to give the highest chance of scoring a hit on the monsters (thus doing lots of damage, since flails do full damage against these monsters).

H. Ogre Base

Synopsis: This mission will be given to the party the first time it reenters the second outpost (the one between Jelek and Gargath) after receiving the tomb message. The Ogre Base mission is one of both combat and diplomacy. The first time the party enters a building it is confronted by an aged ogre who will give the party vital information about a planned assassination of the ogre leader, Gravnak. You do not have to complete this mission before going on and can return at any time to it before you finish Sanction.

Goal: The party should try to convince the ogres that there is an assassination plot and then form an alliance with Gravnak against Myrtani.

Note: Fighting should be avoided where possible. The old ogre will give the party a secret sign that will permit the party to parlay its way past patrols.

Where you can rest: You may try to rest in any building, but there are no guarantees that an ogre patrol won't interrupt you.

RANDOM ENCOUNTERS:
There are eight random encounters (ogre patrols) within the walls of the ogre base. Once you eliminate them, you will have no more random encounters unless you leave the ogre base and then return. Returning to the ogre base resets the patrols and you may find up to eight more patrols.

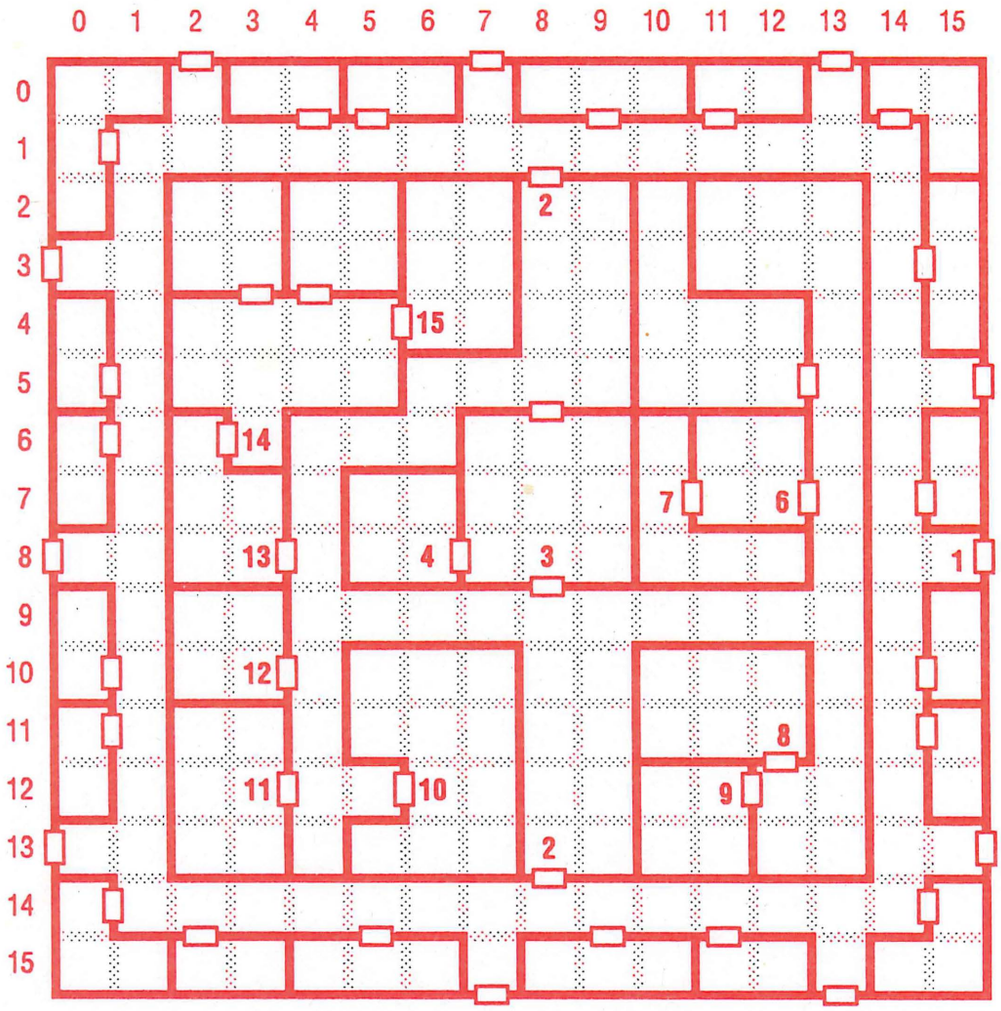
The only monsters to be found in the random patrols are ogres. The patrols may be parlayed with if you have spoken with the old ogre (see Note above) and the alarm has not sounded.

MAP LOCATIONS:

1 This is where the party enters the base. It should immediately enter one of the nearby buildings where it will meet the old ogre. The old ogre will give the party vital information.

2 There are manor guards here. They will let the party pass if it has visited the old ogre and learned the secret sign. They will mention that the other assassins are in the northwest rooms.

H. OGRE BASE



KEY
Wall
Door

3 The ogre leadership is holding a meeting here. The party can retreat without being noticed. If it attacks, there is no chance of an alliance... so don't do it. The assassins will even arrive and thank the party for doing their jobs.

If you greet the ogres and have no evidence, your party must fight some guards. Morog will try to use the distraction to try to assassinate Gravnak, so the party will have a chance to save the ogre leader. If the party has the evidence found at #8 below, you may fight with Gravnak against Morog.

If the assassins are still alive, they will attack the disorganized forces and your party at the same time. You should see #15 below for tips on how to combat the assassins.

After all fighting is completed, the party should go with Gravnak to forge alliance plans. This will help the party in a later portion of the game (Kernen). The party will then be escorted out. If you refuse to ally with the ogres, you will be escorted out but won't get help in Kernen.

4 This is Gravnak's office where he will forge an alliance with the Knights of Solamnia.

5 Here you will find a dining hall filled with slaves. The slaves will flee upon seeing the party.

6 Women slaves are cleaning this kitchen. They will be fearful because of the rumors of an assassin team in the base.

7 This is simply a food storage area.

8 Here are Morog's offices and guards. The guards will attack the party to prevent its entry. If you defeat them

you will find evidence implicating Morog inside.

9 In Morog's bedroom the party will find 8,000 steel pieces if it searches carefully.

10 The ogres' barracks are located here. The sergeant will mistake the party for the assassins and will tell them to get out of the barracks and get back to their room to the north.

11 A fearful ogre hides under the bed. He will tell the party of the assassin team's location (#15).

12 Here you will find some of Gravnak's personal guard... or at least their corpses. They have been murdered by the assassin team.

13 These are guards protecting the assassin team. You can bluff your way past, but will have to fight this group anyway when you are confronted by the next group. Your party should just eliminate them on the way in.

14 These guards already know that the assassins are here and will attack your party on sight. If you bluffed your way past #13, the ogres there will respond and attack as a second wave.

15 This is where the assassins are located. WARNING: This is a very difficult fight and is the party's first encounter with an aurak draconian. You should most certainly save the game before entering this fight. It is strongly recommended that you cast any preparatory spells you can before entering this fight. Cast Bless, Prayer, and maybe even Haste before going in. If you don't have more than two Fireball spells memorized, you should be prepared for a long and costly fight. Make sure you read the section at the end of this cluebook on how to fight all the types of draconians before entering this fight.

Note that if you have already fought the assassins at #3 above, you will no longer find them here.

I. Southern Outpost

Synopsis: You will hear of the problems at the Southern Outpost the next time you reenter the second outpost after being told of the Ogre Base. This outpost has been taken over by Jadefang, a green dragon, and his force of humans and draconians. The real guards were surprised and captured by this force and most of their leaders were killed. Sivaks have shape-changed into the forms of those leaders and assumed their positions. This outpost was taken over to allow free movement of the evil forces between Neraka and Sanction. Additionally, the outpost is often able to gather information from messengers... like you.

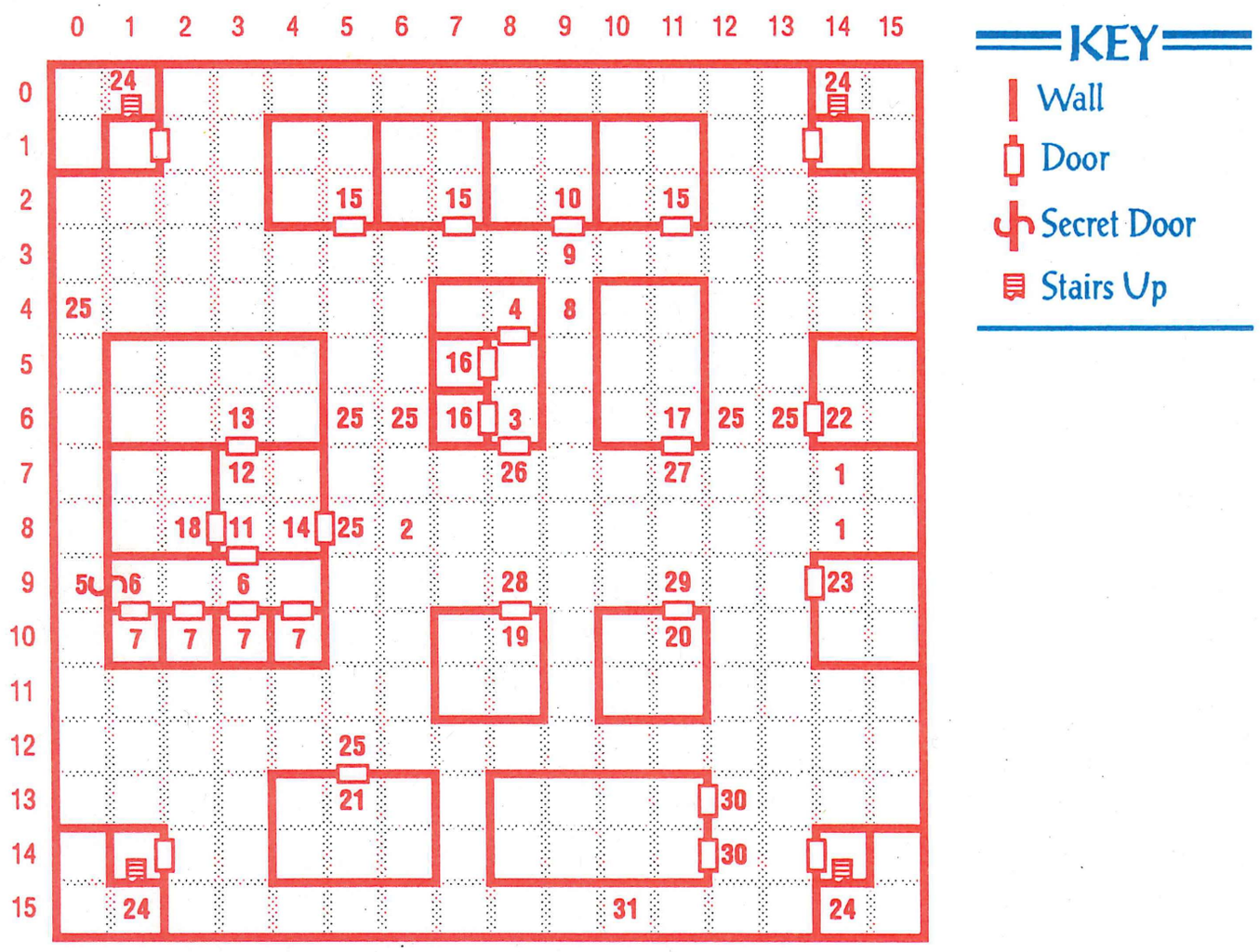
Goals: You must rescue the hostages and free the real guards. Once you've done this, you should slay the dragon, thus freeing the outpost.

Note: Once you fight the draconian forces in this outpost, unless you attacked the secluded group at #8 or #10, you will set off an alarm. This will lock the doors to the outpost so you can't leave (until you free the outpost) and will cause all guards to attack you on sight.

The groups of guards you will encounter during your wanderings will vary considerably in size and power level. The only thing you can be sure of is that all of them will have a sivak draconian leading them and will have at least six evil champions with them. Don't set off the alarm until you absolutely have to!

Where you can rest: If you are not indoors, you will not be able to rest. If you are indoors, you will only be able to rest for a short while. If the alarm has been sounded, you will be attacked

I. SOUTHERN OUTPOST



if your rest is interrupted, otherwise you will just be bothered.

RANDOM ENCOUNTERS:
There are an unlimited number of patrols here, but they vary considerably in power level. The six different types of patrols you can encounter here are:

1) One sivak draconian and six evil champions
2) One sivak draconian and eight evil champions
3) One sivak draconian and ten evil champions
4) One sivak draconian, eight evil champions, and two evil curates
5) One sivak draconian, eight evil champions, and two thaumaturgists
6) One sivak draconian, six evil champions, two evil curates, and two thaumaturgists

Once you have freed the real guards from #7, the patrols will be kept busy fighting the real guards.

MAP LOCATIONS:

1 This is the front gate. Several different things happen here depending on when you visit. If you are entering for the first time, you will be escorted to see the Commandant. After speaking with him, you will end up at #2.

If you have been inside before, but the alarm hasn't yet been sounded, then you will simply get watched here. However, if you show up here after the alarm has been sounded, you'll be confronted by draconians. If you choose to parlay or attack, you'll end up in battle with a large number of draconians (smaller if you have freed the real

guards at #7). Either way, there are an unlimited number of draconian encounters here until you free the outpost. You can't get out this way until Jadefang is dead.

2 This is where you are deposited after seeing the Commandant.

3 This is the front desk of the inn. The innkeeper will greet you and direct you to #4.

4 This room is occupied by a real guard who is hiding from the draconians. He asks you to listen to his story. If you do so, he will give you valuable information and a map to the town (see journal #13). Additionally, the party will be awarded 1000 extra experience points per character! If you choose to turn him in to the draconians, he will babble about how you have doomed the town. If you enter here after the alarm has been sounded, you will automatically listen to him.

5 This secret door can be found by searching. It leads to the prison anteroom at #6. The door is marked clearly in the map that the guard at #4 gives you.

6 The prison anteroom is here. You see the former guards locked in cells, unable to escape.

7 These prison cells are occupied by the remnants of the real outpost guard force. They tell you how they were captured and will gladly help you once they know their children are safe. Their children are being held in #10 and the draconians will slay them if the guards try anything. Once you have freed the children and returned here, the guards will charge out of the secret door and attack Jadefang's forces. This will have the effect of reducing the size of enemy groups you encounter.

If you free the former guards, the party will be awarded 3000 bonus experience points per character.

8 This is a poorly placed guardpost. You can attack it without setting off the general alarm. This is the only way into the north end of the outpost that won't set off the general alarm.

9 This corner is where the party first hears the voices of the children. You determine that they are directly to the north.

10 This house has been converted to a barracks. The children you seek are being held here. When you kill the draconians and free the children you will be given a map to the prison (unless you have already visited the prisoners at #7). You will gain bonus experience points for freeing the children.

11 This is the back door to the Commandant's office. You may get an opportunity to listen in on the Commandant and gain valuable information about Myrtani's plans (5000 bonus experience points per character). If you choose to attack instead, you will gain surprise on the Commandant and his forces.

Here you will face many evil champions led by a sivak, two evil priests, and two enchanters. They are extremely powerful and you should use Fireball and Ice Storm spells to reduce the enemy spellcasters as quickly as possible.

12 This is the door to the main barracks. You get a warning here that you are about to face a major battle. You should most definitely save the game at this point. The next battle is the most difficult you are likely to have faced in your young career. The forces at #13 are quite capable of wiping out an unsuspecting party.

Additionally, you should cast preparatory spells before entering the next room. The most important ones are Haste and

Prayer. Haste is very important as it will allow you to act much more rapidly and thus reduce the enemy firepower before they reduce the party to ash.

13 This is the major battle for the Southern Outpost. Jadefang waits here with his company. You will face a green dragon (Jadefang), four sivak draconians, and many evil champions. When you defeat them, you will be given the treasure from #21 below (if you haven't already recovered it). In addition, you'll receive a substantial amount of money (Jadefang's personal cache) and a Mace of Disruption. The mace is very useful for defeating undead and should definitely be kept.

Don't hesitate to fire off every spell you have in an effort to eliminate Jadefang before he can breathe. If he breathes, you may lose characters quickly.

14 This is the front door to the Commandant's office. If you enter the Commandant's office in this way (as opposed to through #11), you will be attacked by his forces immediately. You will face the same group that you would have faced at #11. If you've already defeated the Commandant, there is obviously no encounter here.

15 These are empty houses being used as barracks by the draconian army.

16 These are the other two rooms in the inn. They are unoccupied unless you've not had the encounter at #4, in which case you will meet the former guard here.

17 The bar is a place where you can get relaxation and even liquor. If you get drunk, you will end up at #4 above.

18 This was the outpost armory. It is now empty and has been ransacked.

19 This was the general store. It is also empty.

20 This was the outpost's armorer's shop. There is nothing left here of any value.

21 The storeroom is guarded, but has valuable equipment within. If you've already defeated Jadefang and received the treasure from here, you'll find nothing.

The treasure here consists of two magic-user scrolls and a Potion of Extra Healing.

22 This is a gate house. There are draconians waiting inside to ambush you. You will be surprised by them when you enter. (Save before entering.) If you defeat them, you will gain 1000 extra experience points per character for overcoming the ambush.

23 There are many guards here playing cards. If the alarm hasn't been set off yet, they will wait for you to leave. If you do not, they will attack. If the alarm has already been sounded, they will attack immediately.

24 These are the outpost's guard towers. They are occupied by many evil champions, enchanters, and evil curates. If you enter one of the towers after the guards have been freed, you will find a melee in progress here.

25 These are standard guard posts. If the alarm has been sounded, they will attack immediately. If the real guards from #7 have been freed, the draconian guard will be occupied fighting the real guards you freed.

26 The sign to the inn.

27 The sign to the tavern.

28 The sign to the general store.

29 The sign to the armorer's shop.

30 The sign to the stable.

31 This is an alley where you end up if you flee from a fight at #1.

J. Neraka City and Base

Synopsis: Once you have finished Gargath and Jelek and have received the message about the Southern Outpost, the next time you enter the second outpost you will be told of Sir Karl's kidnapping. The next time you visit the Commandant's office after the kidnapping, you will be confronted by Maya, Sir Karl's love, and asked to go with her to Neraka. If you go with her, she will take you to Neraka City and guide you to the hidden base there. You should go with her (but read the Note section below).

Goals: You must rescue Sir Karl and anyone else held in the evil prisons there.

Note: Before you go with Maya, you should take advantage of the Inn, the Hall, and the Armoury. Once you enter the Commandant's office after the kidnapping, you will be unable to train or rest before going to Neraka.

Maya is actually a silver dragon who polymorphs herself into a human. She is indeed Sir Karl's love and is trying to free him. She will reveal herself to you after the first fight in which she appears. She is very powerful in combat and will probably have no trouble with the draconian guards. She will leave the party if you try to leave without Sir Karl and will leave once you find him. You should try to allow Maya access to the monsters as she will deal with them much more effectively than the party can.

If you enter the prison and find out about the slaves there and then attempt to leave without freeing them, you will be warned that they will be slain if you do this. If you do it anyway, they will be killed and you will be chastised.

Where you can rest: You may only rest in Neraka City (not Neraka Base) and may be interrupted at any time. There is no safe place to rest in Neraka.

RANDOM ENCOUNTERS:
There are a maximum of nine random encounters in Neraka City and Base. These encounters reset every time you leave and then reenter the city, so if you defeat all nine random patrols and then leave the city, a new set of random patrols will be waiting for you when you return.

The random encounters are different depending on where you meet them. If you are outdoors in the city during the day, you will meet baaz draconians, bozak draconians, kapak draconians, evil fighters, and thaumaturgists. The city encounters that are at night or indoors will consist of mobats, giant centipedes, and giant rats. The random patrols in the base will be comprised of exclusively draconians.

MAP LOCATIONS:

1 This is the main entrance to the city. If you came with Maya, you will enter instead at #2 below.

2 This is the back entrance to the city where Maya leads you. If you didn't come to Neraka with Maya, you will instead enter at #1 above.

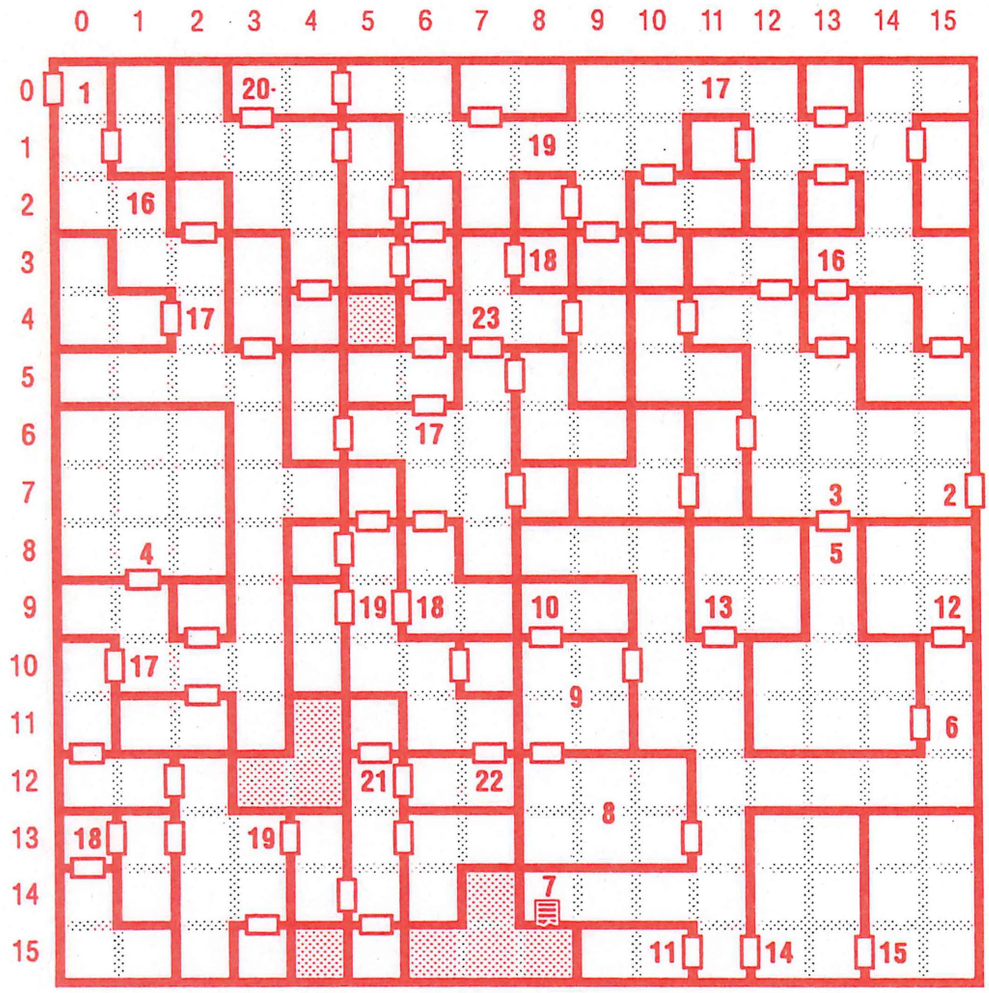
3 The main entrance to the secret base. This door may only be opened after Sir Karl has been kidnapped.

4 Here you find a monster lair inhabited by mobats and giant centipedes.

Note: Areas #5 through #15 are in the secret base.

5 After opening the door to the secret base, you are confronted by bozak and baaz draconian guards. The bozak draconians are spell casters and will explode when killed, so don't expect to escape without damage.

J. NERAKA CITY & BASE



Maya should kill them if you let her at them. Don't forget that Maya can breath for tremendous damage.

6 Another guard post. This one is also occupied by baaz and bozak draconians. The bozaks will cast Lightning Bolts as quickly as they can, so don't let them cast if you can help it.

7 Sir Karl is found here, dragging himself up the stairs. He will ask the party to rescue the slaves held below in the prison and then die at the party's feet. If the party leaves after getting this message but before rescuing the slaves, the slaves will be killed.

If Maya is here, she will take the body of Sir Karl and declare vengeance on Myrtani. She will then leave the party. The stairs to the south lead down to the prison level.

8 This room is a barracks filled with more baaz and bozak draconians. They will defend their home viciously.

9 The draconian guard captain, a bozak, is here with some of his troops. The troops will attack immediately when you enter.

10 A bedroom, formerly the guard captain's, lies before the party. Nothing of value is to be had here.

11 You find a storehouse filled with rotting stores. Again, nothing of worth is here.

12 The mess room is occupied by baaz and kapak draconians. They prepare to make a stand here against you.

13 You find many useful papers here. This former meeting room provides you with more information about Myrtani's plan.

14 The mobats that occupy this room haven't been fed for some time. Your party looks quite tasty to them and they attack.

15 Giant centipede swarms fill this room. Sweep them with your highest level fighters.

Note: #16 through #23 are out in the main portion of Neraka. It is here that the Prison Lord enjoys a nasty game with the slaves. They are released into the maze-like streets while the Prison Lord's minions are sent to hunt them like animals. Many tricks are set up to make the slaves think they are about to escape right before they are slain.

16 A hidden guard post lies here. The draconians here like to let prisoners think they are safe, before leaping out to slay them.

17 This is a place where a group of slaves was slaughtered. There may still be bodies here when you pass.

18 Your party may find prisoners huddled here, hiding from the draconians.

19 You may meet some of the draconian hunters here, looking for their prey. Seeing you, they will attack immediately.

20 A madman can be found here who will tell you of a treasure to be found in the prison. He is correct and the treasure is found at #20 in the prison.

21 Signs are found here saying "safe house". They, of course, lie.

22 This is the safe house. Unfortunately, it is occupied by a green dragon who is tasked with eating prisoners who wander in. He likes his job...

23 This is the last survivor of a knight patrol. The patrol spotted Sir Karl being taken into the secret base. He then expires after relating this information.

K. Neraka Prison

Synopsis: In Neraka Base you will learn of the prison and the horrors within. Find the stairway to the prison when you find Sir Karl.

Goal: You must free the slaves held in the prison itself. Then, you must leave through the back exit of the prison (the one slaves are allowed to escape through for entry into the maze section of Neraka for the Prison Lord's entertainment) as a diversion. Failure to do both of these things will result in the death of the slaves.

Where you can rest: You may rest anywhere, but could be interrupted.

RANDOM ENCOUNTERS:
The Prison has no more than five patrols wandering randomly. They also reset each time you leave the prison, so if you return you will face fresh troops. The random patrols consist of several draconians leading humans (evil fighters, evil curates, and thaumaturgists). Make sure you deal with the human spell casters first when you meet a random patrol.

MAP LOCATIONS:

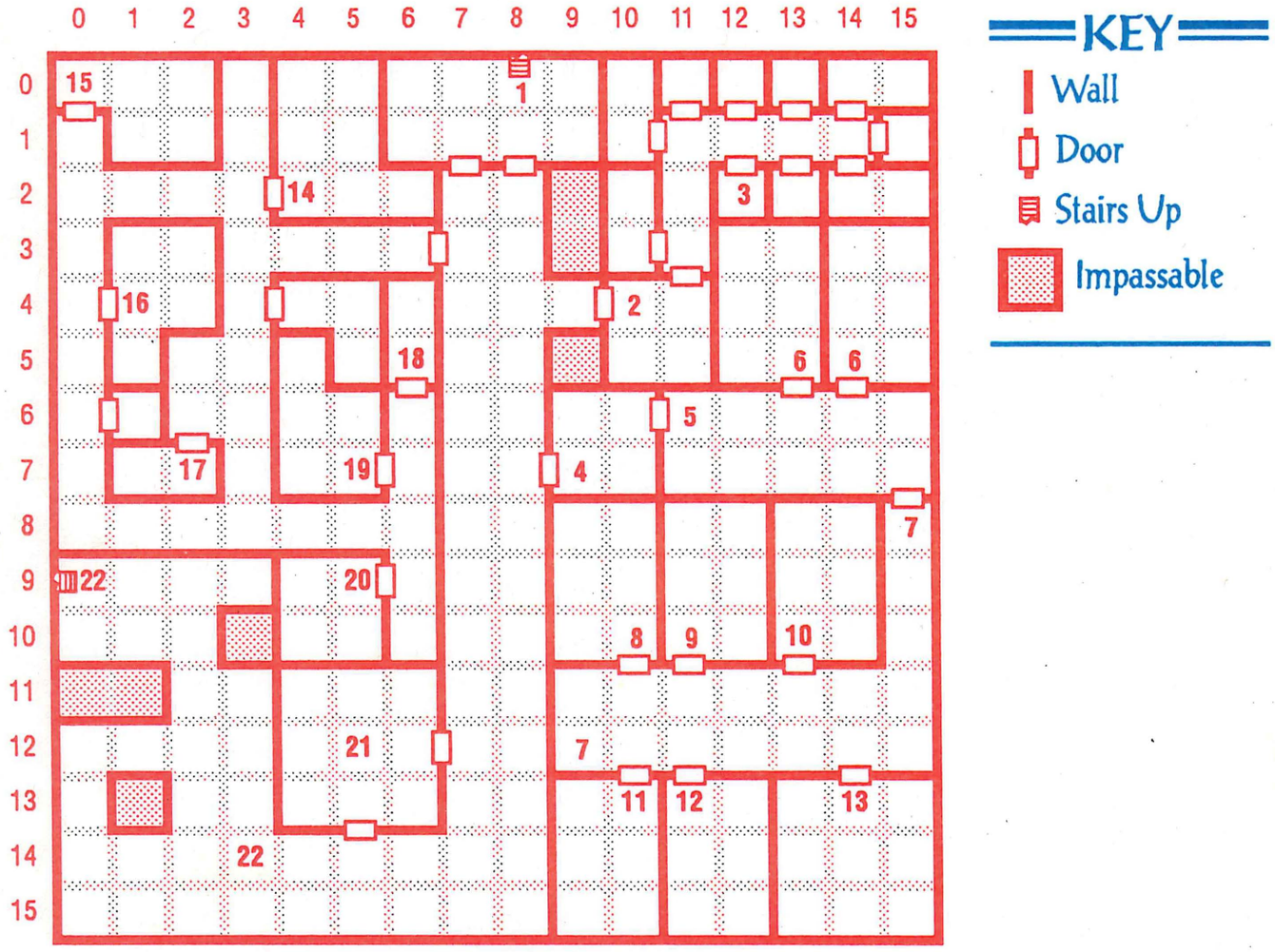
1 There are dead guards here, killed by Sir Karl in his escape attempt.

2 Another group of dead guards. Sir Karl did not die alone and left many traces of his passage...

3 This was the cell in which Sir Karl was held. A guard lies strangled here. There is also a note to Maya, as well as the rose the party retrieved for Sir Karl (if it did so).

4 You will find some guards that Sir Karl missed. The baaz and kapak draconians attack immediately.

K. NERAKA PRISON



5 Tanis is here, freeing the slaves. He will tell the party to go to the southern cells and free those slaves. He also tells you to leave by the southern exit to distract the draconians while Tanis takes the slaves out the other way.

6 Here you see slaves busily freeing themselves. They hurry to comply with Tanis' orders.

7 This is another guard post. Once you free all of the slaves, Tanis will show up here to remind the party to leave through the southwestern exit (#25) to distract the draconians while he leads the slaves to freedom.

8 There are slaves here that are thankful for their rescue. You free them and they run to Tanis.

9 Here your party interrupts a group of guards getting ready to kill some slaves. You can save the slaves by killing the guards.

10 Guards wait here in ambush for the party. They will attack from surprise once you enter. The kapaks are dangerous because they may paralyze you before you can act. Concentrate on them until they go down, and then deal with the baaz.

11 There are many cheering slaves here who thank you for freeing them.

12 The women prisoners are here. They will thank the party for their freedom and one even promises to name her child after one of your characters.

13 This is the torture chamber. The slaves you free here are fearful of the Prison Lord.

14 Prisoners here are about to be fed to mobats. You come to their rescue and must defeat the mobats to save the prisoners.

15 A prisoner was left here for the giant centipedes to eat. You must kill the centipedes. The prisoner thanks you for the rescue.

16 A prisoner no longer, a corpse is here being molested by mobats and rats. You can only take vengeance for the murder.

17 There are human guards here torturing a prisoner. Free the prisoner from the guards and kill the rats he was to be fed to.

18 This is a mobat lair. The mobats here are hungry and consider the party to be legitimate food.

19 Another mobat lair. It is obvious that the guards here have collected the mobats for many nasty purposes. Kill the mobats and prevent them from harming other prisoners.

20 There is lots of jewelry scattered about in this room. However, trying to retrieve it will cause the roof to collapse, injuring most of the party. The giant centipedes waiting above will then fall onto the party and attack. Once you defeat the centipedes, however, the jewelry turns out to be quite real.

21 The main barracks is here and the Prison Lord is in. He is a very high level fighter and is equipped with magic items. He is backed by many evil fighters and several thaumaturgists and evil curates. You should try to cast Charm Person spells on some of the enemy spell casters to get them to help you. If you don't have any Charm Person spells handy, then use Fireball and Ice Storm spells (or Wands) to damage them as quickly as possible.

This is a very difficult fight and it is strongly recommended that you save before beginning. Also, using preparatory spells will help greatly. You should cast Bless, Prayer, and probably Haste before entering this fight.

If you defeat the Prison Lord, you will gain a Longsword +2, a Shield +1, and two random magical treasures!

22 This is where the prison's green dragons lie in wait. When the party approaches, the dragons will attack. They are very lethal and can kill the party outright if you don't kill them first. Don't let them breathe on you if you can possibly avoid it. Spread out and don't hesitate to use your big spells. This is a deadly fight!

Make sure you save the game before this fight! A few bad rolls could mean two or three party members dead (and if they are elves, they can't be brought back). Use preparatory spells like Haste and even enlarge to maximize your chances of taking out the dragons before they gas you.

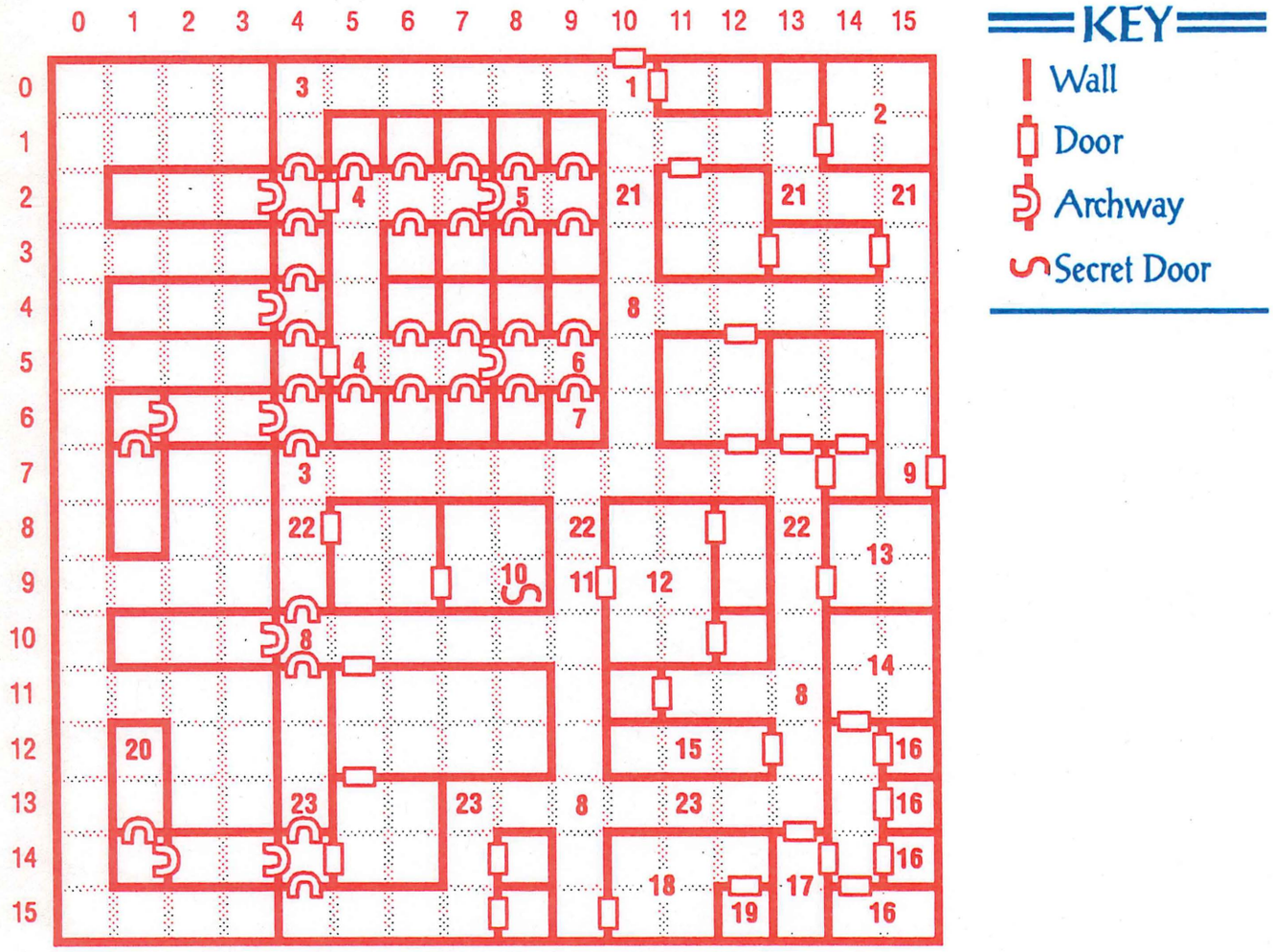
If you defeat the dragons but haven't fought the Prison Lord from #21 above, you will have to fight him now. This is a very tough 1-2 punch. You should definitely defeat #21 above before tackling the dragons.

23 This is the exit that you must take to properly distract the guards remaining (allowing the slaves and Tanis to escape). If you go this way, you will also discover a cache of dragon eggs. Once you free the slaves and go this way, you will be awarded a large number of bonus experience points.

L. Sanction Docks

Synopsis: Once you have completed Neraka and rescued the prisoners, you will be told by the commander of the outpost that you should go to Sanction and investigate. If you go to Sanction before this, you won't have any of the

L. SANCTION DOCKS



encounters listed below. Only random encounters will be active.

The good armies have finally gathered together a force and are marching towards Sanction. You have been charged with gathering intelligence and, most importantly, recovering the Dragonlance from the clutches of the evil Myrtani.

Goals: You must visit the "recruiting officer" at #14 and defeat him. Then, you must rescue the woman at #7 and get an amulet from her that will allow you access to the Temple of Huerzyd. Catch and interrogate three thieves (#21, #22, and #23) to learn of the goings on in the thieves guild. Investigate this and gain the treasure at #19.

Where you can rest: You may rest as long as you wish in the inn. Anywhere else, you are likely to get interrupted.

RANDOM ENCOUNTERS:
There are two distinct parts to the city of Sanction, as far as random encounters go. The western part of the city is controlled by the minotaurs and has an unlimited number of random minotaur patrols to keep you occupied. The minotaurs are dangerous, but only show up in small numbers.

The eastern part is controlled by evil forces and will usually have patrols consisting of evil champions, evil priests, ogres, enchanters, and elvish mages. These groups are very dangerous and should be treated with respect. Rest often at the inn and keep your spells ready when wandering the eastern side of the city. There are only eight random encounters in the east side of the city.

The dividing line between the two sides is the main entrance to the city. If you are west of it, you are in the western part of Sanction. Otherwise, you are in the eastern part.

MAP LOCATIONS:

1 This is the main entrance to the city of Sanction. To the west you can see the docks area. Minotaurs have taken over that section of town. You also see notices that direct you to various important locations in the town.

2 This is a training hall. Use it before completing the Temple of Duerghast.

3 If the encounter at #14 has been defeated, you will see a woman being carried into the warehouse.

4 If the encounter at #14 has been defeated, you will be attacked by several armored minotaurs.

5 If #3 occurred, you will hear the woman screaming from the southern corridor at this point.

6 If #3 occurred, you will be attacked by several armored minotaurs that are holding the screaming woman prisoner.

7 If you defeat the minotaurs at #6, the woman will tell you to meet her at the southern pier (#20) and then will use her ring of invisibility to leave.

8 If the encounter at #14 has been defeated and you haven't gone through #7, then you will hear a woman's screams coming from the west.

9 This is the main entrance to the Temples of Huerzyd and Duerghast. If you wish to go to Duerghast, you must fight four sivak draconians and five kapak draconians in order to cross the bridge they defend. No matter what the outcome of that fight, you may not cross that bridge, as it will be destroyed. You can only enter the Temple of Duerghast through the Temple of Huerzyd. However, once you come from the Temple of Duerghast to this exit, you may return to the Temple of Duerghast through this point.

If you enter the Temple of Huerzyd from here without first gaining the amulet, you will find nothing of note in the Temple. Once you have the amulet, this becomes another normal entrance to the Temple of Huerzyd, and all encounters in the Temple of Huerzyd are activated (see notes on Temple of Huerzyd).

10 This is the secret entrance to the Temple of Huerzyd. You may only use it once you have received the amulet from the woman at #20.

11 Drunken minotaurs come out of the tavern here and bump into the party. A brawl ensues.

12 This is the tavern. You can hear many rumors here, some of which are even true.

13 This is the Sanction magic shop. You can buy many useful items here including Potions of Healing and Wands of Magic Missiles. Both of these items are definitely worth stocking up on if you have the money.

14 There is a dark elf here. He is supposedly here to recruit for the evil armies. In reality, however, he is here to spy on you. If you defeat him, you will learn more and will recover a random magical item.

Initially, you can choose to leave, fight, or talk. If you talk, only MEEK or NICE will result in your ability to leave, while HAUGHTY and ABUSIVE will result in combat. SLY will get you information followed by battle.

If you leave, you may return without automatically entering combat. However, the elf's patience is limited. He will attack immediately upon your third entry.

If you end up in combat, you will face an elvish mage and seven evil champions. Victory yields treasure and a random magical item. After you have defeated the mage, you may rest here as in any other room in the inn.

15 This is the weapon shop. The only items of note for sale here are the composite bows. If you haven't upgraded your bows yet, you should do so here. Don't forget that thieves may only use short bows.

16 These are the inn rooms, the only places where you may rest safely.

17 This is where the innkeeper is. He tells you not to disturb the room at the end of the hall. You, of course, should go there and disturb the elvish mage at #14 above.

18 This room is empty unless you have learned the recognition sign from the third thief. In order to get the sign, you must catch and interrogate three thieves from #21, #22, and #23 (but not necessarily in that order). The third thief caught and interrogated gives you the sign.

If you know the sign, you discover that the room is the headquarters of the local thieves guild. Currently, the thieves are extremely unhappy with the fighters that are lounging around in the guild. One of the thieves will start to make elaborate hand gestures, none of which you understand. You may bluff, leave, or attack. Any option but leaving results in combat against five evil champions. Defeating them allows you access to #19.

19 This is the treasure room for the thieves guild. It is wizard locked and difficult to open for all but the strongest fighters (or a magic user with the Knock spell handy). This room contains lots of gems and jewels as well as two valuable magic items. These items, a pair of Bracers of AC4 and a Necklace of Missiles, are well worth the struggle to get them.

20 Here you meet the woman you rescued from the minotaurs. She informs you that Sir Lebaum, the scoundrel who was running Jelek, is here creating an undead army. She then shows you how to enter Duerghast and gives you the amulet that you must have in order to gain the trust of the Shadowpeople in Huerzyd. The only way into Duerghast is through the tunnels of the shadowpeople.

21 - 23 Three thieves have staked these areas out as their personal territory. They will attempt to pick the pocket of a random party member. If you catch them and then interrogate the thief, you will get some valuable information. If you do this three times, you will get the secret sign that allows you access to #19 above.

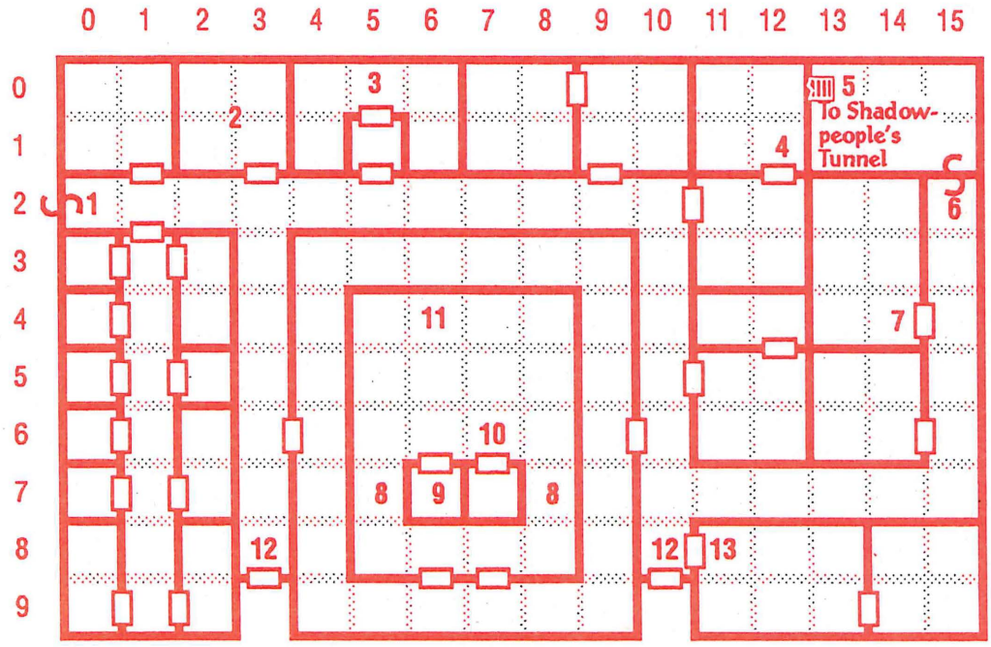
M. Temple of Huerzyd

Synopsis: You have been given the amulet that will secure the assistance of the Shadowpeople. You have discovered that the only way into the Temple of Duerghast is through the shadowpeople's tunnels that lead there from the Temple of Huerzyd.

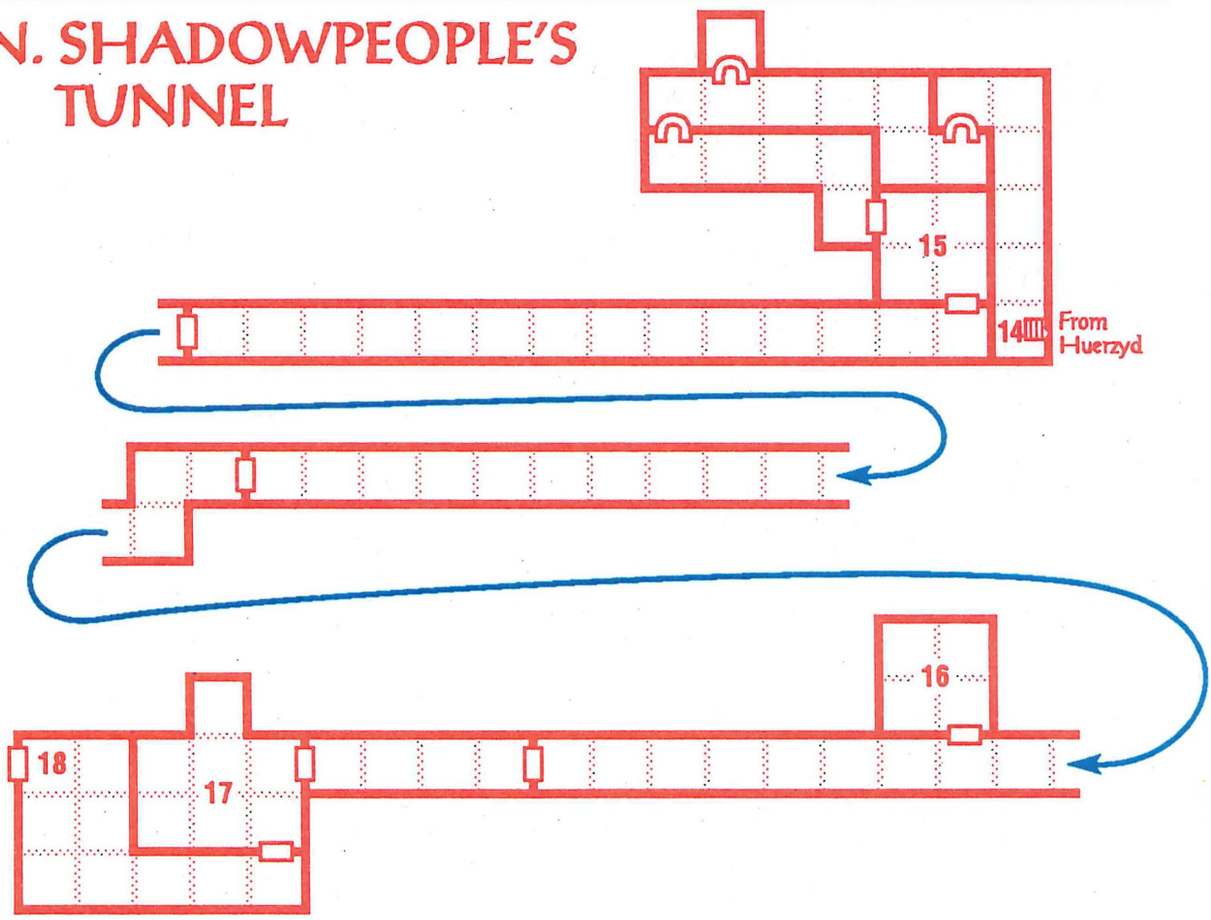
Goals: You must find the shadowpeople and clear the Temple of Huerzyd of all draconian forces.

Note: It is possible to enter the Temple of Huerzyd without going through the secret door or without the amulet. If you do so, you will be able to wander about but will not meet the shadowpeople and may not, therefore, enter the Temple of Duerghast. Some treasures are active. If you have gone through the secret door, then you will be able to meet the shadowpeople and the numbers below are all active. Only #2, #3, #8, #11, #12, and #16 are active all the time.

M. TEMPLE OF HUERZYD



N. SHADOWPEOPLE'S TUNNEL



Where you can rest: You may rest anywhere if you do not have the amulet or if at #16. However, if you have the amulet, only #16 is safe. You may always try to rest anywhere, but you may be interrupted.

RANDOM ENCOUNTERS:
There is a maximum of four encounters in the Temple of Huerzyd. These encounters consist mainly of draconian patrols led by sivak draconians. The patrols are small, so you should be able to defeat them without too much difficulty.

In the shadowpeople's tunnels, you will have a maximum of three random encounters with mobats. The mobats have many hit points but are not especially dangerous to your party at this point in the game.

As usual, the number of encounters is reset if you leave one area to go to another. If you leave Huerzyd, for example, to return to the Sanction Docks area, you will reset the encounters in Huerzyd back to four patrols.

MAP LOCATIONS:

1 This is the secret entrance to the Temple of Huerzyd. You must obtain the amulet from the woman prisoner in Sanction before you may use this door. You will not get a chance to meet the shadowpeople until you have the amulet.

2 This room is filled with old casks of rotten food. Nothing else occupies the room.

3 This is the old library. Searching reveals two scrolls, one for red magic-users and one for white magic-users.

4 The draconians in this room are setting up a trap. They will immediately attack you. There are several baaz draconians as well as a bozak and a sivak draconian.

5 This is the entrance to the shadowpeople's tunnels. You must defeat the draconians at #7 in order to pass through the door.

6 This secret door is unavailable until the draconians at #7 are defeated.

7 There are many draconians clustered here to discuss the takeover of the Temple of Huerzyd. After you defeat them, you will be confronted by a shadowperson who will direct you to the entrance to the tunnels at #5.

The draconian force gathered here is tough and will require some thought. Saving before the battle is wise. Use preparatory spells before the battle to get fully prepared.

The force consists of four baaz, three kapak, two sivak, and two bozak draconians. The bozaks will fire Lightning Bolts into the party while the sivaks and kapaks try to carve up the lead fighters. Don't let the bozaks get good wall bounces on their Lightning Bolts or you may be in for trouble.

8 You will spot many statues on the north wall of the temple. This is the temple proper.

9 Here a trap protects a treasure of many gems and jewelry as well as two random magical items. You may spot the trap (each person has a chance of detecting the trap), in which case you may either spring it or try to remove it.

If you fail to remove the trap and spring it, you will take up to 16 points of damage per character from a gas trap.

10 A shadowperson appears here to give you directions to the tunnels. He also tells you of the treasure at #9 and the trap guarding it.

11 The statue of Paladine has a small trap door in it which you will find if you search. Inside are many gems and two random magical items.

12 These are the front entrances to the temple.

13 These used to be the private rooms of the High Priest of Huerzyd. They are now abandoned. If you search here, you will find gems, jewelry, and two random magical items.

14 This is the entrance to the shadowpeople tunnels. It comes from the passageway at #5.

15 This is the conclave of the shadow-people. They give you more information as to how to negotiate the tunnels and warn you to expect a meeting from their Ancient Revered One at #17.

16 You may rest here as long as you like.

17 The Ancient Revered One reveals that Myrtani has hidden the Dragonlance in the Temple of Duerghast. In the middle of his sending, the images are disrupted and the party perceives the form of Sir Lebaum, who turns out to be a death knight. The Ancient Revered One gives you instructions as to how to get into Duerghast and leaves you with more treasure, including three random magical items.

18 This is the entrance to the Temple of Duerghast.

O. Temple of Duerghast

Synopsis: With the help of the shadow-people, you have managed to make it into the Temple of Duerghast. You must now make your way through the dungeons and up to the surface. In going through Duerghast, you learn that the good armies are marching into a trap that Myrtani has set; a trap that you have unwittingly led them to. Now you must find Sir Lebaum and foil his plans.

Goals: You must retrieve the Dragonlance from Myrtani's clutches. Additionally, you should find Skyla and get rid of him once and for all. Once this is done, you must face Sir Lebaum, the death knight, and destroy him.

Note: It is strongly suggested that you take the door at #14 back to Sanction before fighting Sir Lebaum, in order to take advantage of the training facilities and the magic shop. You should gain your levels, identify your magical items, and memorize your spells once again before returning to challenge Sir Lebaum. You will be able to take the door at #9 in Sanction to return to #14 in Duerghast.

Where you can rest: You may rest in #7 or #11 for as long as you like. Anywhere else, you are likely to get interrupted if you stay too long.

RANDOM ENCOUNTERS:
With seven random encounters, the Temple of Duerghast is dangerous to even the wanderer. You will face many draconians and skeletal knights in your exploration. These groups are not weak and you should be prepared at all times for deadly fights. Keep your hit points at maximum levels and keep your spells ready.

If you defeat the seven random encounters, you can explore freely as long as you remain within the confines of the Temple of Duerghast. If you leave for any reason, the seven patrols will return.

MAP LOCATIONS:

1 This is the secret entrance that leads from the Temple of Duerghast to the Temple of Huerzyd through the shadowpeople's tunnels.

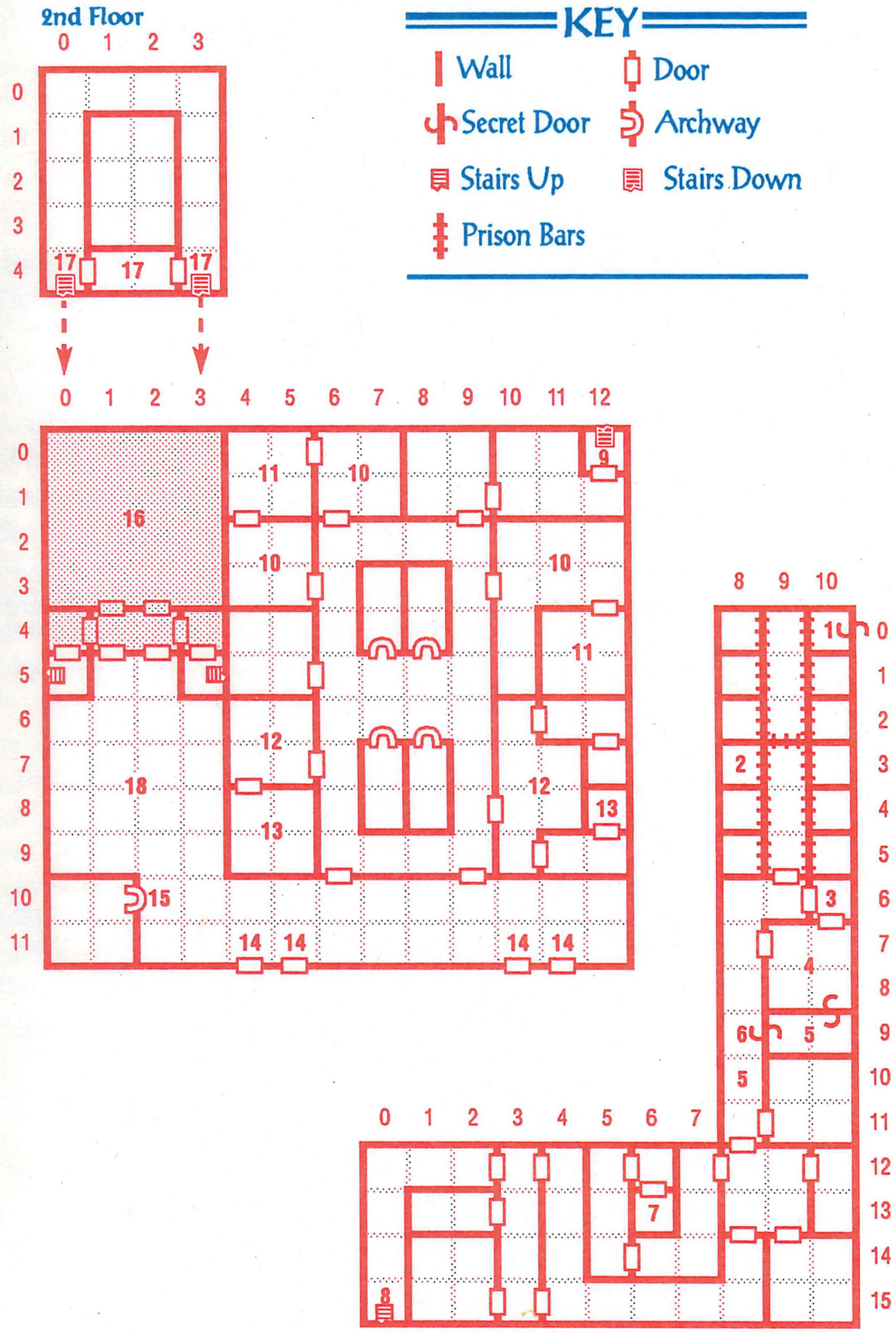
2 A filthy prisoner is kept here. He is deathly afraid of Sir Lebaum but can't give you much information.

3 The jailor's room. When you enter, you will see a figure slip through a door to the south.

4 This is the torture chamber. A man is being stretched on the rack here and the draconians are also torturing him with knives. If you attack to rescue him, you will face five sivak draconians, three evil champions, and two evil priests. Make sure you stop the priests from casting spells.

5 The shadowy figure you encounter here is a shadowperson who tells you that Skyla is somewhere in the Temple.

O. TEMPLE OF DUERGHAST



He also tells you that the room beyond Skyla contains many weapons and suits of armor.

6 You will meet a band of fighters operating under Skyla's orders here. You may attack, flee, or parlay. If you run, they run the other way. If you parlay, you will eventually end up in a fight unless you let them get away. You should simply attack them, as they will try to get away to warn Skyla. If you do attack them, you will fight six evil champions.

7 This is where the Dragonlance is being kept. The door to this room is wizard locked, so use a Knock spell to open it. Once you enter, you will be attacked by the guardians of the Dragonlance, a group of draconians including many bozak, sivak, and kapak draconians. They will fight to the death. In the treasure, along with the Dragonlance, you will recover a Ring of Protection +2 and a Cloak of Displacement. These are three of the most powerful magical items in the game. Save the game after recovering them!

8 This is the entrance to the upper level of the Temple of Duerghast.

9 This is where the guards watch the lower level of Duerghast. The sivaks you find here will attack immediately.

10 You will meet Skyla in whichever of these rooms you enter first. He will laugh upon seeing you and will reveal the fact that you have been used to lure the good armies to Sanction where they will be destroyed. His current mission is to get rid of you. After telling you of your mistake, he will attack, backed by five evil champions, two enchanters, and two evil priests. This is a very dangerous fight and should not be taken lightly. Use all of your spells, as you can rest for an unlimited amount of time in the next room. Ice Storms and Fireballs are particularly useful and a good Lightning Bolt down a long line of the enemy can be the difference between success and defeat.

11 After defeating Skyla, you will find a suit of +1 Plate Mail, a +2 Shield, a +3 Longsword, and a +2 Mace in this room. You may also rest for an unlimited amount of time.

12 You will surprise a fighter here in the process of destroying documents. He will flee when you enter. You will find out some information from the papers he leaves.

13 The fighter has told the troops in this room of your presence and they are ready for you as you enter. Save the game before you enter, as this is an even more dangerous fight than the one with Skyla.

Here you will face six sivak and four bozak draconians as well as two evil champions and two evil priests. This means that you must try to suppress six spell casters, a virtually impossible feat. Try charming the evil priests to gain their assistance.

14 This is where you can exit directly back to Sanction. Once you go through here, you can return to Duerghast directly.

15 Through the archway you can see piles of good dragon eggs. The eggs are guarded, however, by two adult blue dragons. These dragons can cast massive Lightning Bolts with their breath and can kill characters outright. Don't let them stay in the fight for more than one round or you are likely to be in trouble. Don't forget that the Dragonlance, obtained at #7 above, does the wielder's hit points in damage each time you hit with it, and can often slay a dragon in a single blow.

Once you defeat the dragons, you can retrieve the eggs and you will find a sapphire worth 2,500 steel pieces!

16 This is the Temple's arena. It is filled with dead bodies that have been recently exhumed. If you walk into the arena, you will be attacked by many zombies, ghouls, ghasts, and skeletal knights. Sir Lebaum will also spot you and will ready himself to deal with your threat.

WARNING: Once you trigger this series of events, you MUST go to Kernen and will be unable to return to the wilderness or reach another shop until you

have completed the game. Things really begin to happen quickly at this point, so make sure you keep a saved game from before you fight Sir Lebaum. This will allow you to go back and gain experience before tackling the end of the game. Kernen does have a training hall, however, that your party may use.

17 The battle with Sir Lebaum takes place in one of these three locations. If you have been spotted in the arena, you will be attacked near the staircase. If you have not been spotted, and you enter the room, you will fight in there. Before you fight Sir Lebaum, he sends some of his minions off to warn Myrtani that you are still alive. The fight is with Sir Lebaum, three minotaurs, and up to four ghasts that Sir Lebaum will gate in to help him if he gets injured. If you defeat him you will gain a Wand of Lightning, a Wand of Paralysis, and a +3 two-handed sword.

This is one of the three most difficult combats in the game. Make absolutely sure you save before trying this combat. Also, make sure you have cast Resist Fire on all six party members before entering the battle. This is because Sir Lebaum will cast a massive Fireball (doing huge amounts of damage to every character caught in its blast... and nothing to him) at the first opportunity.

Make sure you read the section on the Death Knight at the end of this clue book to understand more fully what Sir Lebaum can do before trying to fight him. Don't be afraid to cast a Haste spell to make sure your characters get enough attacks to be able to kill Sir Lebaum quickly. Don't cast spells such as Magic Missile at him, as they will often reflect back and injure the caster.

18 After the fight with Sir Lebaum, the messengers run into this area in order to be picked up by the waiting red dragons. The dragons will take them to Kernen where Myrtani is waiting for the word from Sir Lebaum. Once word reaches Myrtani of what has occurred in Duerghast, Myrtani will be able to launch his attack on the good armies.

When you reach this area, you are attacked by a blue dragon who tries to slow you and prevent you from reaching the messengers. The blue dragon is a threat, but one lone dragon should not be able to stop your party.

Once you have dealt with the dragon, you will face a group of draconians that stop you from reaching the messengers in time. This group consists of several baaz, and a few bozak, sivak, and kapak draconians. They will be easy to defeat, compared with what you've just been through.

Finally, you will see the golds defeat the reds in a glorious aerial battle. The golds will then land to provide you with transportation. The golds then take off in hot pursuit of the fleeing red dragons (the ones carrying the messengers to Myrtani).

P. Citadel

Synopsis: After taking off on the backs of the gold dragons in pursuit of Sir Lebaum's messengers, you chase them all the way to a flying citadel. This citadel is one of the headquarters of the evil forces and is crawling with draconians.

On the way to the Flying Citadel, you are joined by Tasslehoff Burrfoot, one of the companions of the Lance. He will give you important information regarding where to go in the Citadel.

Goal: You must catch the fleeing draconian messengers and prevent them from telling Myrtani of Sir Lebaum's failure.

Note: The Flying Citadel is literally crawling with draconians. You must follow Tasslehoff's advice and go to the north to avoid being overwhelmed.

When the party arrives, it is attacked by archers. Staying in the open is dangerous. If it stays in the open, it will be shot at by arrows from time to time. Get inside the north tower!

The random encounters in the Citadel are quite dangerous. You will meet many bozak draconians who are capable of causing damage even if slain instantly (since they explode when killed). You must move quickly and directly if you wish to survive the Citadel!

Where you can rest: You can rest nowhere in the Citadel in total safety. It is strongly recommended that you make your way into the north tower and up to the Windcaptain's Chamber (#13), where you may rest in relative safety.

RANDOM ENCOUNTERS:
There are only five random encounters that you may meet outside. They will consist of either draconian patrols or volleys of arrows. The draconians will vary widely in strength and size, so be prepared for a very difficult fight if you wander outside too much. The draconians may even have red dragons with them!

Once inside the towers, you will face a different set of up to eight random patrols. Once you defeat them, you will face no more random encounters in the towers. These patrols consist of a small number of baaz draconians escorting between two and four bozak draconians.

MAP LOCATIONS:

1 This is the west tower. There are draconian guards here, including bozak draconians. Bozaks are capable of inflicting damage even when they are defeated quickly, so be cautious not to get too interested in exploration here. If you climb all the way up to the 6th level of the western tower, you will find yourself unable to go up to the roof because of the blasts of dragon breath that are coming down the stairs.

2 The second level of the west tower. There is a stairway leading both up and down from here.

3 The third level of the west tower.

4 The fourth level of the west tower.

5 The fifth level of the west tower.

6 The sixth level of the west tower. You can't go up the staircase in this room due to the blasts of red dragon breath that come pouring down the stairs at you. You must proceed back down to the ground floor.

7 Here is the ground floor to the east tower. There are more draconian guards here. If you climb to the 6th level, you will be unable to proceed further because of the dragon breath.

8 The second level of the east tower.

9 The third level of the east tower.

10 The fourth level of the east tower.

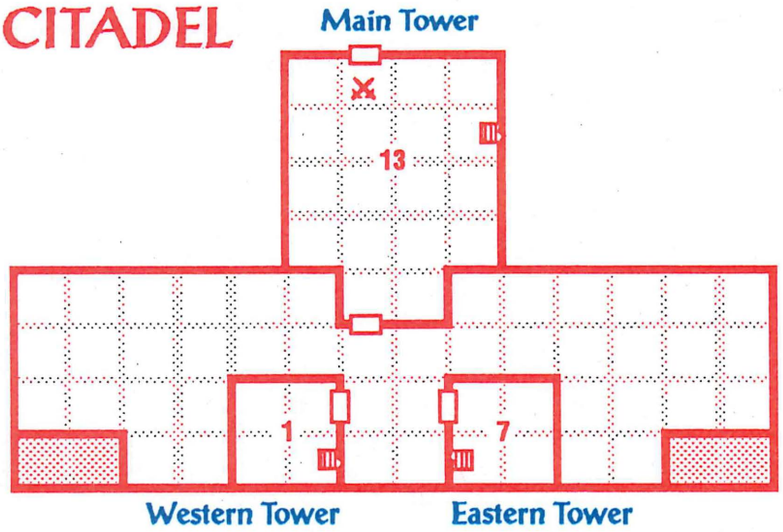
11 The fifth level of the east tower.

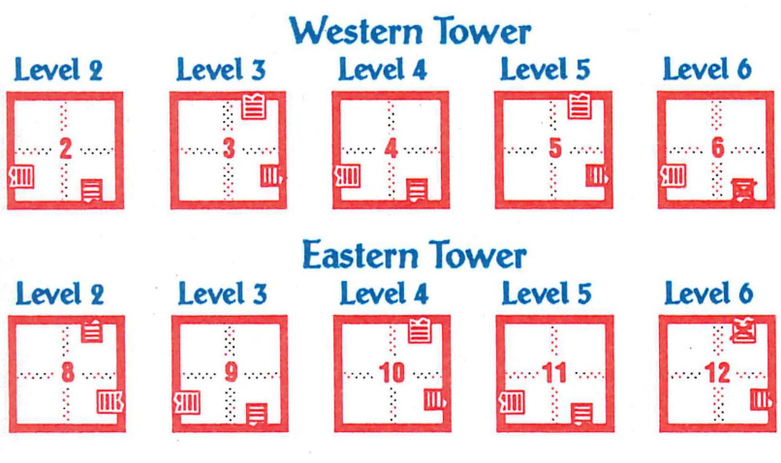
12 The sixth level of the east tower. Again you are unable to proceed because of the blasts of dragon breath from the roof.

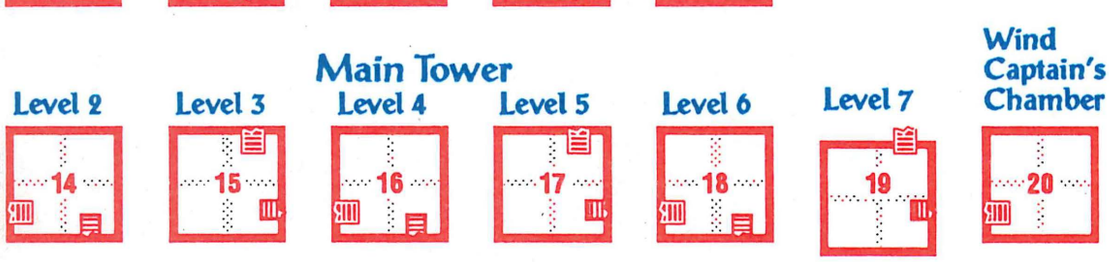
13 This is the ground floor to the main tower. Here Tasslehoff will direct you to the staircase on the eastern wall. There are draconian guards here who will try to stop the characters from entering the tower. Once you defeat them, you should go immediately to the staircase in the eastern wall and climb.

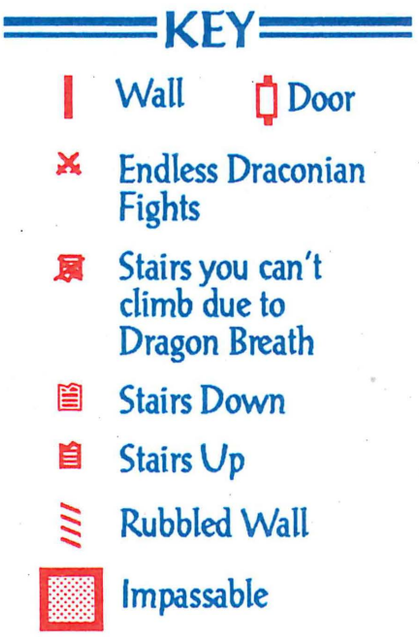
The door in the north wall leads to the inner courtyard and is guarded by an unlimited number of draconians. You

P. CITADEL

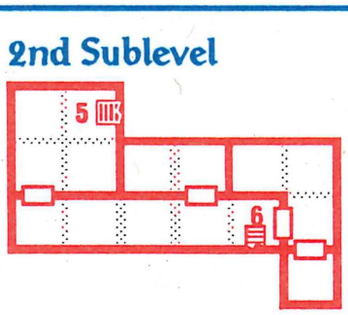


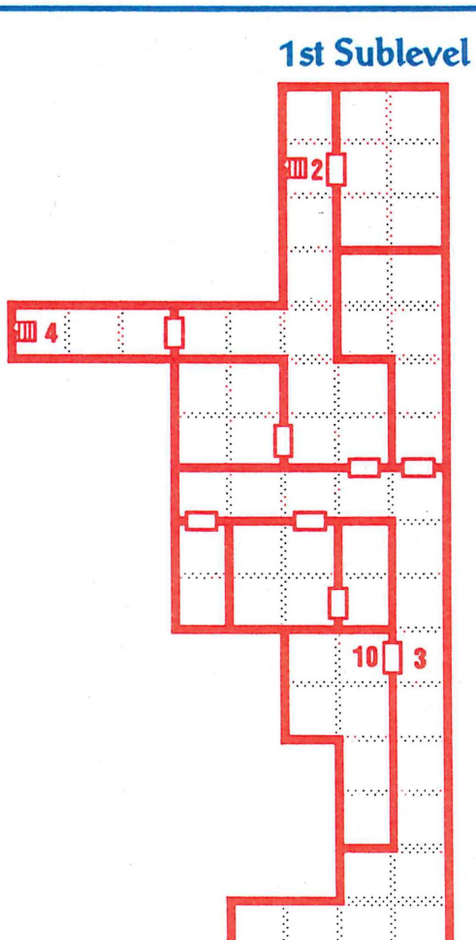


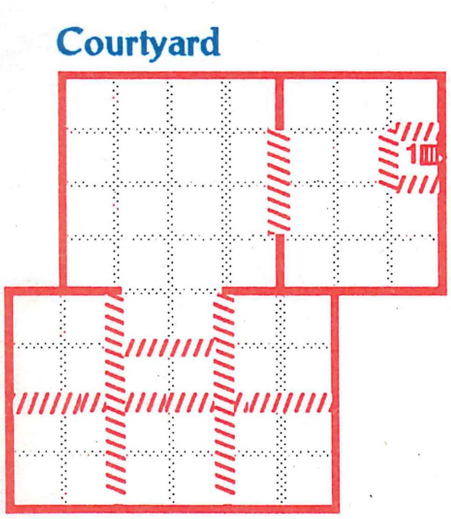


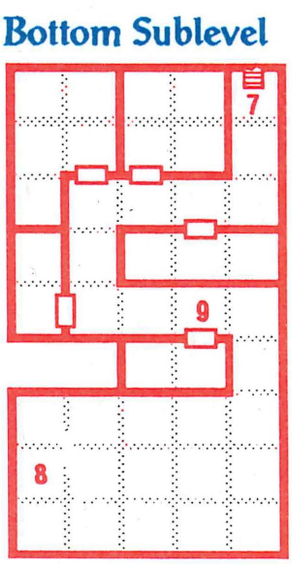


Q. SECOND CITADEL









should not even bother with this door, as you cannot deplete the supply of draconians.

14 This is the second level to the main tower.

15 The third level to the main tower.

16 The fourth level to the main tower.

17 The fifth level to the main tower.

18 The sixth level to the main tower.

19 The seventh level to the main tower.

20 The Windcaptain's Chamber. Once you defeat the guards, another group of humans led by evil curates, Tasslehoff will give a scroll to the party's magic-user and he will ask you to read it. If the party has no magic-user, Tasslehoff will read it himself. The scroll enlarges Tasslehoff to the size where he will be able to pilot the citadel.

The party will now have an opportunity to rest briefly before another wave of attackers tries to retake the chamber. Once they are defeated, Tasslehoff will announce that the Citadel is over Kernen and that there is another Citadel blocking the way. Tasslehoff will then pilot the Citadel you are in into the other one, causing tremendous damage to both and hurling your party into the courtyard of the second Citadel.

Q. Second Citadel

Synopsis: You are hurled into this Citadel when Tasslehoff rammed it with the Citadel you were in. You land, injured, and find that you are in a Citadel that is plummeting to the ground. You must hurry and find a way out before it is too late!

Goal: Simply to get out of the Citadel and down into Kernen safely.

Note: You will be able to escape on the backs of red dragons once you disguise yourselves. This is the only way out of the second Citadel.

Where you can rest: Nowhere. You must move to the bottom sub-level as quickly as possible and get on the dragons, as the random encounters will quickly take their toll!

RANDOM ENCOUNTERS:
You will face a maximum of five random encounters but they are very significant in strength. You should not tarry unless you are strong enough to defeat all the patrols. Once you defeat all five encounters, you will be able explore as much as you like.

The encounters will either be a draconian patrol, possibly with red dragons, or rocks dislodging above you and falling on your party. Either one is likely to cause a significant amount of damage.

MAP LOCATIONS:

1 This is a staircase leading out of the courtyard of the Second Citadel. It leads down into the first sub-level of the Citadel.

2 This is the staircase leading up to the main level of the Citadel.

3 Here you will find some guards in front of a door. If you defeat them, you will gain access to the treasure room at #10. The guards are not looking for combat and can be surprised if you attack immediately.

4 This staircase leads down to sub-level two.

5 This is the second sub-level of the Citadel. The staircase here leads up.

6 Here you will find the stairs to the bottom sub-level of the Citadel.

7 This staircase leads up to the second sub-level.

8 There are several red dragons waiting here to shuttle people down to Kernen to escape the crashing Citadel. You will be offered a ride if your party is

disguised with the cloaks from #9. If your party is not disguised, you may capture some humans and hold them hostage in order to gain your freedom. If you don't do either, you will ride the Citadel down to the ground and almost certainly be killed (each character will take between 30 and 180 points of damage).

9 Here you will find some guards arguing about the order in which they should leave. You should attack them, as their uniforms can be used as disguises so that the red dragons at #8 above will allow you ride out to safety on their backs.

10 This is a treasure room. In it you will find some gems and jewelry as well as random magical treasures!

R. Kernen Square

Synopsis: Once you escape the crashing Citadel, you will be deposited by the dragons and left to your own devices. Your party will quickly discover that the streets are not safe, due to the falling debris from the Citadels above.

Goals: You must find out how to enter Kernen Base and defeat Myrtani. To best accomplish this, you must weaken the gate defense forces by accomplishing several tasks. First, you must convince the humans to switch sides. Then, you must distract the draconians by starting fires in their barracks. You should also contact the ogres if you made a deal with Gravnak back in the Ogre Base. Finally, you should retrieve the crown from #10 and show it to the old dragon at #11. If you accomplish all of these tasks, the gate guards should be weakened enough to enable you to proceed into the heart of Kernen.

Note: The city is patrolled by the draconians, the ogres, and the humans. The draconians are quite loyal to Myrtani but can be fooled by your disguises (if you obtained them in #9 in the Second Citadel). The humans resent being controlled and are considering rebellion. The ogres will only be helpful to the party if the party made a deal with Gravnak in the Ogre Base.

Where you can rest: Anywhere inside, but with a chance of being interrupted.

RANDOM ENCOUNTERS:
There are only seven random encounters in Kernen Square. They consist of human patrols, ogre patrols, or draconian patrols. The ogre patrols will be friendly if you allied with Gravnak back in the Ogre Base. The human and draconian patrols may be parlayed with if you are disguised (see #9 in Second Citadel).

MAP LOCATIONS:

1 This is where the party arrives. If it held people hostage, upon landing the hostages will escape and the dragons will attack. If the party members disguised themselves, the dragons will simply leave once they deposit the party.

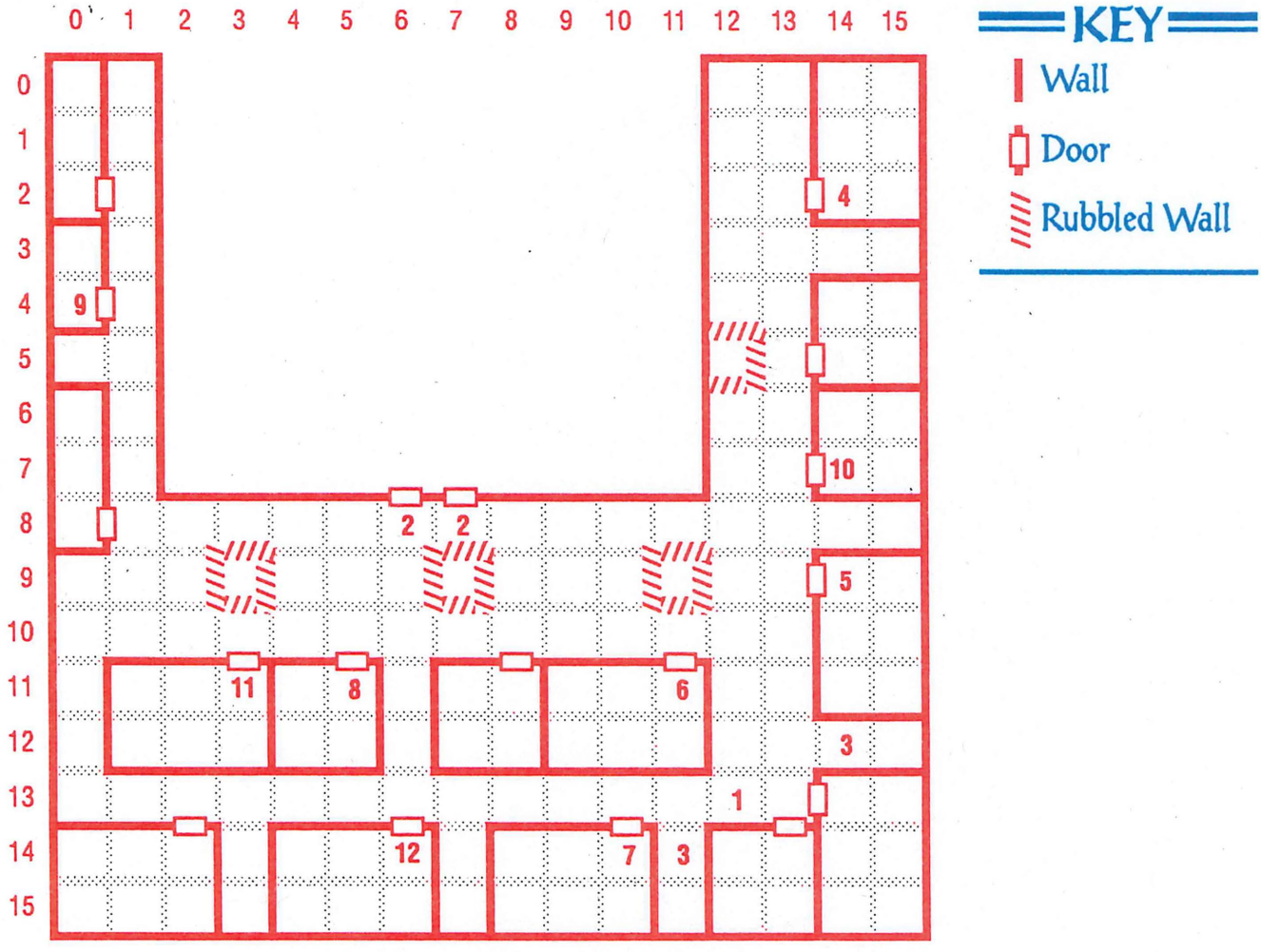
2 This is the main gate to Kernen Base. Initially, this is an almost impossible fight against legions of red dragons, sivak draconians, and bozak draconians. There are, however, ways to reduce the number of waves of opponents and the size of those waves.

If you either eliminate or distract the draconian barracks, the number of draconians at the gate will be reduced. The draconian barracks are at #7 and #8.

Convincing the humans to rebel against their draconian masters will also reduce the number of guards at the gate (due to their leaving to deal with the rebellion). The humans can be found at #4.

If you contact Gravnak at #9, you will fight less at the gate and you will have ogre allies in some further fights in the

R. KERNEN SQUARE



interior of Kernen Base. This, of course, assumes that you made a deal with him at the Ogre Base. If you didn't, all ogres you meet will be unfriendly.

Giving the crown from #10 to the guards and then telling the dragon at #11 about it will result in the dragon going to retrieve it and will substantially reduce the number of defenders at the gate. If you give the crown to the dragon instead, the dragon will try to enter Kernen Base and will again reduce the defenders.

No matter what you do, the fight here will still be dangerous. Have several mass damage spells ready to cast when you enter the fight so that you can minimize the risk to your party. Remember that red dragons take damage from your Fireballs.

After this combat is over, if you had ogre support, you will be able to rest while guarded by ogres. You should regain all of your spells before entering Kernen Base, as you will almost certainly need them. Make sure you save the game before entering Kernen Base.

3 Here you will meet humans discussing a rebellion. If you are disguised, you will get a map to the meeting at #4.

4 You find a meeting of the humans in progress. They are trying to decide whether or not to rebel against Myrtani and place a human in charge of the evil forces. The party can do one of several things, including encouraging the rebellion, sneaking away to warn the draconians, revealing themselves as Solamnic sympathizers, or leaving. Encouraging the rebellion will result in a weaker gate guard force. Warning the

draconians will have a similar effect, as the draconians must still deal with the rebellion. If you reveal yourselves as Solamnic sympathizers, you should choose a knight as a speaker in order to sway the humans to your side. If the knight has high charisma, your chances of success will improve. If you fail, you may end up in a combat.

5 The party will meet ogres here. If they are allied with Gravnak, the ogres will be friendly. Otherwise, you will have to fight a large group of ogres. They are not particularly dangerous, but are much more useful as allies.

6 There are more ogres here. They will react just like the ones in #5 above.

7 This is a draconian barracks. If the characters are disguised, they may have a drink with the draconians. They can also report the humans here. If the party has a drink with the draconians, they will have an option to start a fire that will serve as a distraction. This will have the same effect on reducing the gate guard as if you had killed all the draconians in the barracks. Attacking the barracks guard is a viable option, but you will have to fight many draconians.

8 This is another barracks. It is, in all ways, identical to #7 above.

9 If the party allied with Gravnak in the Ogre Base, you will encounter Gravnak here. He will promise ogre backup when the main gate is assaulted.

10 An imitation crown lies in this area. If shown to the dragon (or the gate guard if the dragon is informed) the dragon will try to take the crown to the main treasure room inside Kernen Base. The resulting combat will greatly weaken the gate guard.

11 This is a senile old red dragon. He used to guard the crown jewels in Kernen Base, but was put out here to pass his last days. If you give him the crown from #10, he will try to force his way past the gate guard. If you choose to fight this dragon, you will discover that he is still quite capable of combat... QUITE capable.

12 This is a training hall. You should visit this place to gain your final levels before assaulting Kernen Base. Once you enter Kernen Base, you may not return to Kernen Square.

S. Kernen Base (Myrtani's Stronghold)

Synopsis: This is it, the final stage of the game. The party will enter (possibly with ogre support if you allied with Gravnak at the Ogre Base) through the main gate. It must find out how to reach Myrtani and stop him from carrying out his attack plans against the good armies moving on Sanction.

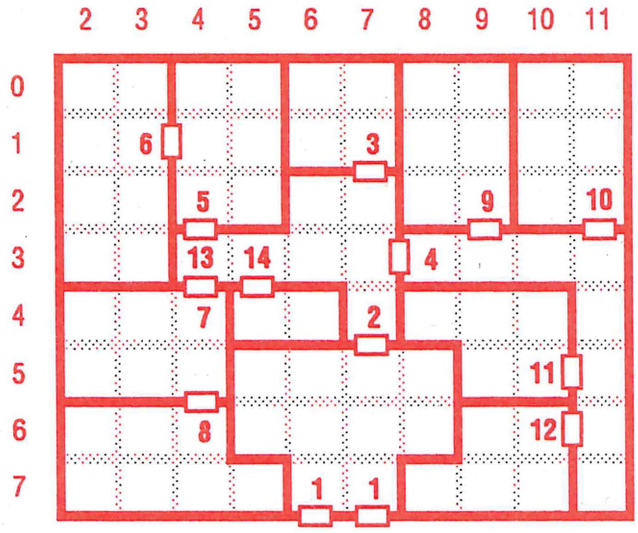
The difficulty in reaching Myrtani is that he is beyond a door protected by a magical guardian. To pass this door, you must first search room #11 to find a special key. Once you have this key, you should go to room #9 where you will get the recipe for an alchemical salve that will allow you to pass the guardian. To make the salve you must then go to room #10, an alchemical lab.

Goal: To defeat Myrtani and stop him from destroying the good armies.

Note: The guards in Kernen Base are thick and very dangerous. They often have aurak draconians with them, which makes the combat in Kernen Base very tough. Move quickly!

You may not reenter Kernen Square once you enter Kernen Base. Once into the base, you cannot go back without finishing the game.

S. KERNEN BASE (MYRTANI'S STRONGHOLD)



KEY
- Wall
- Door

Where you can rest: You may not rest in Kernen Base except at the main treasure room. Even there, you may only rest for a short time.

RANDOM ENCOUNTERS:
There are only five random patrols to be found in Myrtani's Stronghold, but they are dangerous. Most will have red dragons escorted by many draconians. Looking for all five of them may be dangerous. You should probably move through to the final confrontation as quickly as possible.

MAP LOCATIONS:

1 This is another guard post and another difficult fight, so it is recommended that you save before entering this fight. Your opponents include an aurak draconian, several sivak draconians, and several red dragons (if you have the ogres with you the red dragons won't participate in the combat... they are kept busy by another group of ogres). Be prepared to use spells to defeat these monsters, as they can cause tremendous damage to your party otherwise. Don't underestimate the ability of an aurak to cause havoc. Kill the aurak immediately and then deal with the sivaks.

2 This is yet another inner guard post. Feel free to use spells here, as your next stop is the place where you can rest and regain spells (at least to a limited extent). You will face another aurak here, but with less support than in #1 above.

3 This is the treasure room of the base. Unfortunately, when you enter with an ogre escort, the ogres will immediately begin to fight over the treasure and will lose sight of their purpose here.

The treasure here is significant, but don't try to take all of it... you can't. There are tens of thousands of coins in here. Only take the most valuable coins and the gems/jewelry. Also found in here are another set of Gauntlets of Ogre Power and a Two-Handed Sword +2. You should use both of these items as they are very powerful.

This is also the safest place to rest. You should FIX and memorize spells before continuing.

4 There are more guards here. Again, the group is led by an aurak draconian. Your ogres won't help in this fight if you still have them with you.

5 This is a climactic battle with Myrtani. Myrtani is an aurak draconian

supported by many, many other draconians of all types. You must defeat Myrtani to be able to stop his messengers, a group of huge red dragons in the next room.

This is the second most deadly fight in the game, and should be treated as such. Save the game before going into the passageway found after winning the battle at #8 below. Once you enter that tunnel, you will end up in the fight against Myrtani before you can rest.

After you win this battle, you will be healed by Tasslehoff who has been carrying Potions of Healing for just this purpose. This allows you to go after the dragons without wounds.

6 The final battle of the game. Your characters must battle with three huge, very old red dragons. These dragons are planning to implement Myrtani's plan. If you let them go or are defeated, the evil forces will be victorious. You must stop these dragons at all costs!

In order to succeed at this battle, you should have the Scroll of Protection vs. Dragon Breath carried by your fighter with the Dragonlance. This character should use the scroll immediately, as the dragon breath will often slay in one shot. The other characters would be best protected by running to the far corners of the room and out of sight of the dragons. The dragons will then concentrate their attacks on the visible character who is protected. Because the dragons don't know this, they will continue to breathe on that character, giving that character a chance to eliminate the dragons before they rip him or her to shreds with their claws and teeth.

Having your party under the effects of a Haste spell (or Potions of Speed) will greatly enhance their abilities. Don't forget to use Enlarge spells to assist your fighters who aren't extraordinarily strong (18 strength).

If you don't have the Scroll of Protection vs. Dragon Breath, then you must depend on other means. You should cast a Resist Fire spell on the entire party before entering into the fight with Myrtani, as this will still be active when you enter the final battle. This will substantially reduce the damage you take from the dragon's breath attacks. If you don't have the ability to stop their breath, then you must absolutely concentrate firepower on one dragon at a time until it is down before going on to the next. You can't afford to let the dragons breathe too many times, or you will have many dead party members. Use mass damage spells (Fireballs, Ice Storms, and Lightning Bolts) with impunity. Use every item you have... this is the final battle. If a magic-user runs out of mass damage spells, try Stinking Clouds. The chance of making a dragon helpless with this spell is almost zero, but any chance is something.

Don't forget to save before entering the tunnel found after defeating the Dragon Master at #8 so that you may try again if you fail in this fight. This is the most difficult combat of the entire game. Don't forget that you can always change the difficulty level of the game if you feel it is too tough. It is not "dishonorable" to do so... these battles are TOUGH!

7 There are human guards here. You must deal with them quickly, as there are spell casters here who will be happy to seriously injure your party. Don't underestimate these enemies just because they aren't led by an aurak draconian!

8 This is the passage to Myrtani's refuge. It is guarded by Myrtani's Dragon Master and some of his young dragons. The Dragon Master is a tough, well-armed fighter and the dragons are

numerous. Don't hesitate to use Fireball spells to reduce their numbers, as you can rest briefly before entering the tunnel to Myrtani.

Once you defeat the Dragon Master, you will be able to relieve him of his Plate Mail +1, Longsword +1, and Shield +1.

You should save before entering the tunnel you find after this fight, as once you enter the tunnel you are placed immediately into the final two battles. You won't get to rest again after that point (although you will get healed after tangling with Myrtani (see #5 above)).

Additionally, before you start the final pair of fights in the game, you should cast both Resist Fire and Haste spells (Bless and Prayer wouldn't hurt either). The Resist Fire spell must be cast on each person that it is to protect, so memorizing and then casting six of them is wise. Don't forget that if you rest again after casting a spell, you are likely to have that spell wear off. This means that you should memorize all the spells you need and then cast them all at once.

9 This is a library with a locked book that contains the recipe for the salve necessary to pass the guardian. The key to the book can be found in room #11. The book can also be opened by a skillful and lucky thief.

10 This is Myrtani's alchemical lab. It contains all of the materials necessary to make the salve. If you enter this room after learning of the recipe for the salve, you will automatically make it and apply it to all characters.

11 Myrtani's bedroom is ornate, but has no valuable items. However, you do find an ornate key that will open the book at #9. This key is found if you LOOK.

12 This study has been ransacked. Nothing of value remains here.

13 This guardian is designed to repel any who are not protected by the magical salve made at #10. If you enter this square without the salve, you will take a significant amount of damage and will be repelled.

14 If there are ogres with the party when you enter this square, one of them will step forward into the guardian and die. Gravnak will then tell you of the guardian.

ADDITIONAL NOTES:

General Hints

DON'T EVER cast Slow Poison on a party member unless you are close to a temple. Use Neutralize Poison or leave them until you reach a temple. Slow Poison will simply bring them back temporarily and then they will die (dead, not just poisoned) if they don't get Neutralize Poison cast on them fairly quickly. If characters die in this fashion, they are dead and will require a raise dead spell to bring them back. If they are elves, they can't be raised and are gone forever. Don't use Slow Poison unless you really need that character in combat.

Characters

In addition to the recommendations in the Adventurer's Journal, a successful party of adventurers could also be built from:

- Four Qualinesti Elf Cleric/Fighter/Magic-Users (one of them a Cleric of Majere/White Mage, one a Cleric of Mishakal/White Mage, one a Cleric of Shinare/Red Mage, and one a Cleric of Kiri-Jolith/White Mage)
- One Human Knight
- One Kender Cleric of Mishakal/Thief

Another powerful combination changes one of the Qualinesti Elves to a Mountain Dwarf Cleric/Ranger (Cleric of Reorx).

Charm

If an enemy is charmed, his equipment won't appear as loot after the fight.

Save the game!

Don't forget to save your game often. Save before you enter a new area and save every time you complete a large combat. This way, you can always go back to your last save if you are defeated. Also remember to keep more than one save disk on non-IBM systems so that you can keep many different saves available.

Monsters: How to deal with them

Below is a listing of all the monsters you will encounter in CHAMPIONS OF KRYNN. Following a short description of each monster is a listing of the spells that are most effective against that monster. You should follow these guidelines when developing tactics to combat these monsters.

DEATH KNIGHT (SIR LEBAUM)

This is probably the most dangerous single enemy in the game. He will cast a massive Fireball as his first act and then gate in ghasts to help him fight your party as his second. He causes fear to all in melee range and he is very difficult to hit. On top of all this, he reverses non-area magical spells back on the caster 11% of the time (and those that do get through he usually ignores). Kill him quickly or he'll surely kill you. The Death Knight can often kill characters outright (not just put them to unconscious but kill them, dead...).

Best Spells: Use Resist Fire on your whole party before the combat. Haste, Prayer, and Bless are also very helpful when cast before the combat commences. No other spells are very useful.

DRACONIANS: All draconians are resistant to magic which means there is a chance than any given spell will not affect them.

AURAK DRACONIAN

Another very powerful foe, the aurak draconians become almost common in Kernen Base (the very last portion of the game). They are very dangerous and should be the first thing eliminated in a combat. However, once you kill them the first time, they get angry and go back to 20 hit points. Once you kill them a second time, they turn into a blazing ball of lightning. Once you make them die a second time, run away from them as fast as you can. You need only get one blank square between your characters and the dying aurak. After a short time, the aurak will explode, causing much damage to all adjacent characters and probably stunning them for a short time. The attack you will take for moving away from the aurak is much less severe than the damage you would take from being next to the aurak when he explodes.

Best Spells: Fireball, Lightning and Ice Storm. Be careful not to hit your own characters with these spells. Magic Missile can sometimes stop an aurak from getting off a spell. Cast Dispel Magic if the aurak uses Fire shield.

BAAZ DRACONIAN

The baaz draconians are the weakest of the draconians and are the cannon fodder of their forces. They carry normal swords and do 1-8 points of damage when they hit your characters. However, they are very fast and when you kill one, your weapon may stick in the dying baaz as it turns to stone (this is why it is

a good idea to carry two melee weapons). You will automatically retrieve the weapon after the combat as long as you have won, but you may have to continue the battle without it. You must ready these returned weapons, this is not done automatically.

Best Spells: Sleep, Fireball, Ice Storm, Lightning Bolt, Stinking Cloud.

BOZAK DRACONIAN

The bozak draconians are the magic users of the draconian types. They will usually start out by casting Lightning Bolt spells and follow them with Slow spells and Magic Missile spells. They are not to be ignored. Their most unusual, and often dangerous feature, is that the bozak draconians explode when slain, causing 1-6 points of damage to all those adjacent to the exploding draconian. This can be good for you if you can cast a large Fireball into a group of them as they will often "chain react" and other monsters will be consumed in the mass bozak explosion. However, if a large group of them gets to cast spells, you are often going to lose. On the down side, the fact that bozaks explode will often mean that the fighters having to melee them will get seriously hurt just killing the bozaks even though their opponents never landed a blow!

Best Spells: Fireball, Ice Storm, Lightning Bolt, Magic Missile (to stop them from casting spells).

KAPAK DRACONIAN

Kapaks are slightly larger and tougher than their baaz cousins, but are much more deadly. Kapak's lick their weapons to coat them with a paralyzing spittle. Each time they hit a party member, that character must make a saving roll or be paralyzed. If the character is paralyzed, he will be helpless and will be knocked out by the next blow aimed at him. Kapaks create a pool of acid when they die that will cause 1-6 points of damage each time you enter it.

Best Spells: Sleep, Fireball, Ice Storm, Lightning Bolt, Stinking Cloud. Bless and Prayer cast on your own party before combat is helpful in preventing paralysis.

SIVAK DRACONIAN

The sivak draconians are the most powerful draconian fighters but have no special abilities when they are killed. They can attack three times each combat round and can cause tremendous amounts of damage to a character. They have good THACOs and will often do much damage before they are slain.

Best Spells: Fireball, Ice Storm, Lightning Bolt, Stinking Cloud.

DRAGONS: All dragons attack with bite, claws, and breath weapons. The larger dragons may cause fear in characters. Such characters have their THACOs reduced. You should cast protective spells such as Bless and Prayer before fighting dragons.

BLACK DRAGON

These dragons spit acid for a significant amount of damage, but are much younger dragons than the blues and reds found in the game. The black dragons are best defeated through melee and Stinking Cloud spells.

Best Spells: Fireball, Ice Storm, Lightning Bolt, Stinking Cloud.

BLUE DRAGON

There are only a few blue dragons to be found in the game and they are old ones and are quite dangerous. They spit massive Lightning Bolts that can kill some characters outright. Don't let these dragons breathe on you if you can possible avoid it. Use mass damage spells on them (Fireball, Ice Storm) and Stinking Clouds to try and make them temporarily helpless. These dragons are at their most dangerous when they can

breathe on a character who has his back to a wall. If the dragon's Lightning Bolt can rebound and hit a character a second time, the character will often be slain!

Best Spells: Fireball, Ice Storm, Lightning Bolt, Stinking Cloud.

GREEN DRAGON

The green dragons are the second most deadly dragons found in CHAMPIONS OF KRYNN. They breathe poison gas that will often affect the entire party because of the large area of effect. Make sure you kill green dragons as quickly as possible, as they will usually kill party members otherwise. They breathe for 36 points of damage, and targets may only reduce this damage if they make a saving throw against dragon breath (because of the lethality of the breath). Use every spell and weapon you have to defeat these beasts or they may slay your entire party.

Best Spells: Fireball, Ice Storm, Lightning Bolt.

RED DRAGON

The most common dragon type found in the game, the red, comes in two sizes in CHAMPIONS OF KRYNN. You may find significant numbers of younger red dragons that only do a modest amount of damage when they breathe fire onto the party. These are dangerous, but can be dealt with as other dragons... by melee and mass damage spells. However, the huge, very old red dragons fought in Kernen are extremely dangerous. You must use every trick at your disposal to defeat them or they will surely slay your party. This is where the Scroll of Protection vs. Dragon Breath should be used. Don't forget to use the Resist Fire spell to protect yourself against the red dragon's breath.

Best Spells: Fireball, Ice Storm, Lightning Bolt.

WHITE DRAGON

These are the weakest dragons found in the game. They are not very dangerous if you use the Wand of Ice Storm on them. They are, however, difficult to hit. Use the Resist Cold spell to protect against this dragon's breath.

Best Spells: Magic Missile, Fireball, Ice Storm, Lightning Bolt.

GHAST

These undead have a good chance of being turned by your cleric once you reach 5th level with that character (or 3rd if you worship Majere). Once you reach 8th level (or 6th if you worship Majere) you will automatically turn them. The ghast is a particularly dangerous undead type as they cause your characters to fight less effectively due to the terrible stench they exude. Ghasts can paralyze a character (even elves) with a single hit. Don't let ghasts melee with your party for long, as they will almost certainly knock one of your characters out. Ghasts look exactly like ghouls.

Best Spells: Fireball, Ice Storm, Lightning Bolt. Bless and Prayer will help characters resist the paralyzing effects of the Ghast's touch.

GHOUL

Ghouls are quite a bit less dangerous than their ghast counterparts, and are automatically turned at 5th level (or 3rd level if you worship Majere). They can paralyze characters (except elves). Kill them with melee weapons. Ghasts and ghouls look identical.

Best Spells: Fireball, Ice Storm, Lightning Bolt.

GIANT CENTIPEDE

This innocuous creature will hit characters occasionally and has a weak poison in its bite. This weak poison can

sometimes kill a character. Your fighter types can "sweep" them (attack one for each level your fighter has).

Best Spells: Sleep, Stinking Cloud. Neutralize Poison may be necessary if a character is bitten and killed.

GIANT RAT

Giant rats are not dangerous. They cause minimal damage and take minimal damage. Kill them last when facing rats and any other monster type. This is the weakest monster in the game.

Best Spells: Sleep is really the only spell you would want to waste on Giant Rats. They are too weak to require spell use.

GIANT SPIDER

These spiders have a tremendous number of hit points for their size and are not to be ignored. Their bite is poisonous and therefore often fatal. Kill them quickly and concentrate your attacks to kill one at a time to lessen the chance of one of them biting and poisoning one of your characters. If you have the Periapt of Proof vs. Poison, put it on your lead fighter and then get that character into the melee against the most spiders to lessen the chance that you will die of poison. Giant Spiders can only be found in the Overland.

Best Spells: Fireball, Ice Storm, Lightning Bolt.

GOBLIN

Goblins are small, numerous creatures that can inflict only a small amount of damage to characters they melee. They have a poor THAC0 and can be "swept" (see giant centipedes). Don't be too concerned if your main fighter gets surrounded by eight of these little creatures, he will soon carve his way through. Goblins can only be found in the Overland.

Best Spells: Sleep, Hold Person, Fireball, Ice Storm, Lightning Bolt, Stinking Cloud.

HILL GIANT

Although hill giants are the smallest of the giants, they are capable of inflicting large amounts of damage in a single strike. Because of this, you can be killed by their hits if you are unlucky. If a character is in melee and goes down below 10 hit points, consider casting a Cure Light Wounds spell on that character to avoid being killed as opposed to being knocked unconscious. Use melee to kill these creatures but don't be afraid to use a Fireball spell if you can catch more than one in the blast radius.

Best Spells: Fireball, Ice Storm, Lightning Bolt, Stinking Cloud.

HOBGOBLIN

Although hobgoblins aren't that much larger than their goblin cousins, they are much tougher. They can't be "swept" and can inflict more damage with their attacks. They often have leaders with them that have more hit points and better THAC0s. Sleep works very well against hobgoblins.

Best Spells: Sleep, Hold Person, Charm Person, Ice Storm, Fireball, Lightning Bolt, Stinking Cloud.

HUMANS AND ELVES

There are many types of human and elven enemies in the game. They are outlined in the beginning of the cluebook as to their individual names and classes. However, they all have some similar effects.

The magic-users and clerics are very dangerous opponents, especially early in the game. You should beware the black-robe mages and their ability to charm your party members. Use all means available to eliminate opposing spell casters before they can cast their spells. Don't forget that if a spell caster

is injured while casting a spell, his spell is lost. Melee is very effective against these more lightly armored foes, but they are usually defended by many fighters who will seek to prevent you from getting close enough to attack them in melee.

The fighters you will face are all similar in that they depend on better AC and THAC0 to defeat your party. You should deal with them through the use of spells whenever possible, as hacking your way past them is often long and dangerous.

Best Spells: Sleep is effective, but only on the lowest level human opponents. Use Hold Person and Stinking Cloud spells to disable them whenever possible. Fireball, Ice Storm, and Lightning Bolt spells are wonderful, but usually you will only have a few of them. Use Magic Missiles to injure enemy spell casters before they cast their spells. Charm is useful against human opponents, but elves are virtually immune to Sleep and Charm spells.

MINOTAUR

The armored minotaurs (so called because of the plate armor they always seem to wear) can hit for heavy damage. They are excellent fighters with many hit points. However, they don't usually kill characters outright. Kill them with melee and mass damage spells (Fireballs are quite good for this).

Best Spells: Ice Storm, Fireball, Lightning Bolt, Stinking Cloud.

MOBAT

The mobat is not particularly special, but can take a lot of damage before it is slain and has a good THAC0. Don't ignore them but kill poisonous creatures around them first before concentrating on the mobats.

Best Spells: Fireball, Ice Storm, Lightning Bolt, Stinking Cloud.

OGRE

Ogres do a fair amount of damage when they hit and can take a lot of hit points of damage, but they really aren't that dangerous. By the time your party has to fight ogres, it can usually defeat them without resorting to spell use. Just hack your way through them.

Best Spells: Fireball, Ice Storm, Lightning Bolt, Stinking Cloud.

POISONOUS SNAKE (GIANT SNAKE)

This is one of the most dangerous monsters in the game. High on hit points and loaded with a poison that can easily kill a character, giant snakes are not to be trifled with. Avoid them if possible, otherwise, kill them quickly. Ignore any other monster with them (except for spell casters) and concentrate your attacks to kill them one at a time. Don't let them get a shot at a character with a poor AC, as a hit often means death.

Best Spells: Fireball, Ice Storms, Lightning Bolt, and Magic Missile can all be useful. However, the most important spell here is Snake Charm. Cast it to make the giant snakes helpless. Cast Bless or Prayer before the fight.

SKELETON

The weakest undead type, skeletons can be turned by 1st level clerics and are automatically turned by 4th level clerics (2nd level if they worship Majere). They do low amounts of damage and take only a few points to kill. Only crushing weapons (like maces and flails) do full damage against them. Swords and arrows do half damage.

Best Spells: Fireball, Ice Storm, Lightning Bolt, and Magic Missile.

SKELETAL KNIGHT

Also known as Armored Skeletons, these are skeletons but much more powerful ones. They can't be turned

until you are 6th level, and only then on a very fortunate roll. You also face the same half damage rules as with skeletons above. Defeating skeletal knights is a long process.

Best Spells: Fireball, Ice Storm, Lightning Bolt, and Magic Missile.

SPECTRAL MINION

These are not monsters you should face during the game. You will face them only if you fail a test in the Tomb of Sir Dargaard. They cannot be turned and have excellent THACOs, so fighting them will be a painful process. They are totally fearless and will fight until destroyed. Only magical weapons can harm them.

Best Spells: Fireball, Ice Storm, Lightning Bolt, and Magic Missile.

UNDEAD: All undead are immune to Sleep, Charm, Hold Person, and Stinking Cloud spells. However, undead (except the Death Knight) may be turned by clerics of a sufficiently high level. Turning is the most efficient way to deal with undead. No experience points are awarded for undead who are turned. Undead destroyed outright by a cleric do count for experience points.

UNDEAD DRAGON

Even without a breath weapon, the undead dragons in Sir Dargaard's Tomb are very dangerous. Don't let them concentrate on one character, as the damage they can do will sometimes kill a character outright.

Best Spells: Fireball, Ice Storm, Lightning Bolt, and Magic Missile.

ZOMBIE

Zombies are turned much like skeletons, and are therefore not very dangerous. However, they can do a lot of damage if they get to attack, so turn them quickly.

Best Spells: Fireball, Ice Storm, Lightning Bolt, and Magic Missile.

MAGIC ITEMS: Where to find them

Magic-User Scrolls (Red Robes):

One scroll with three spells	Throtl (#14)
One scroll with three spells	Southern Outpost (#21)
One scroll with three spells	Temple of Huerzyd (#3)
One scroll with three spells	Gargath Keep (#10)

Magic-User Scrolls (White Robes):

One scroll with three spells	Throtl (#15)
One scroll with three spells	Southern Outpost (#21)
One scroll with three spells	Temple of Huerzyd (#3)
One scroll with three spells	Gargath Keep (#10)

Clerical Scrolls:

Two scrolls with Neutralize Poison	Throtl (#9)

Other Scrolls:

Scroll of Prot. vs. Dragon Breath	Jelek (#14)

Potions:

Potion of Speed	Throtl Temple (#9)
Potion of Extra Healing	Throtl Temple (#5)
Potion of Extra Healing	Southern Outpost (#21)
Potion of Invisibility	Throtl Catacombs (#6)
Potion of Healing	Throtl (#9)
Potion of Healing	Throtl Catacombs (#11)

Weapons:

Flail +1	Throtl Temple (#5)
Hoopak +2	Throtl Catacombs (#6)
Longsword +1/+4 vs. Reptiles	Gargath Keep (#13)
Two-Handed Sword (Cursed Berserker)	Gargath Keep (#13)
Longsword +2	Tomb of Sir Dargaard (#8)
Longsword (Cursed Berserker)	Tomb of Sir Dargaard (#20)
Longsword +3	Temple of Duerghast (#11)

Weapons Continued

Mace +2	Temple of Duerghast (#11)
Two-Handed Sword +3	Duerghast (#17)
Two-Handed Sword +2	Kernen Base (#3)
Longsword +2	Neraka Prison(#21)
Longsword +1	Kernen Base (#8)
Footman's Dragonlance +5	Temple of Duerghast (#7)
Mace of Disruption	Southern Outpost (#13)

Armor, Shields, and other Defensive Magic Items:

Chain +1	Throtl Catacombs (#9)
Plate +1	Gargath (#7)
Six suits of Solamnic Plate (AC0)	Tomb of Sir Dargaard (#8)
Plate +1	Temple of Duerghast (#11)
Plate +1	Kernen Base (#8)
Bracers of AC6	Throtl Catacombs (#6)
Bracers of AC4	Sanction City (#19)
Ring of Protection +1	Throtl Catacombs (#11)
Ring of Protection +2	Temple of Duerghast (#7)
Cloak of Displacement	Temple of Duerghast (#7)
Shield +1	Throtl (#9)
Shield +2	Temple of Duerghast (#11)
Shield +1	Kernen Base (#8)
Shield +1	Neraka Prison(#21)

Wands and Necklaces:

Wand of Ice Storm	Throtl Catacombs (#6)
Wand of Fireballs	Jelek (#14)
Necklace of Missiles	Sanction City (#19)
Wand of Lightning	Duerghast (#17)
Wand of Paralysis	Duerghast (#17)

Miscellaneous and Random:

Periapt of Proof vs. Poison	Jelek (#14)
Girdle of Frost Giant Strength	Tomb of Sir Dargaard (#8)
Gauntlets of Ogre Power	Gargath (#7)
Gauntlets of Ogre Power	Kernen Base (#3)
10 Arrows +1	Throtl Temple (#9)
A Random Magic Item	Sanction City (#14)
Two Random Magic Items	Neraka Prison(#21)
Two Random Magic Items	Second Citadel (#10)
Two Random Magic Items	Temple of Huerzyd (#9)
Two Random Magic Items	Temple of Huerzyd (#11)
Two Random Magic Items	Temple of Huerzyd (#13)
Three Random Magic Items	Temple of Huerzyd (#17)

Journal Entries: True or False?

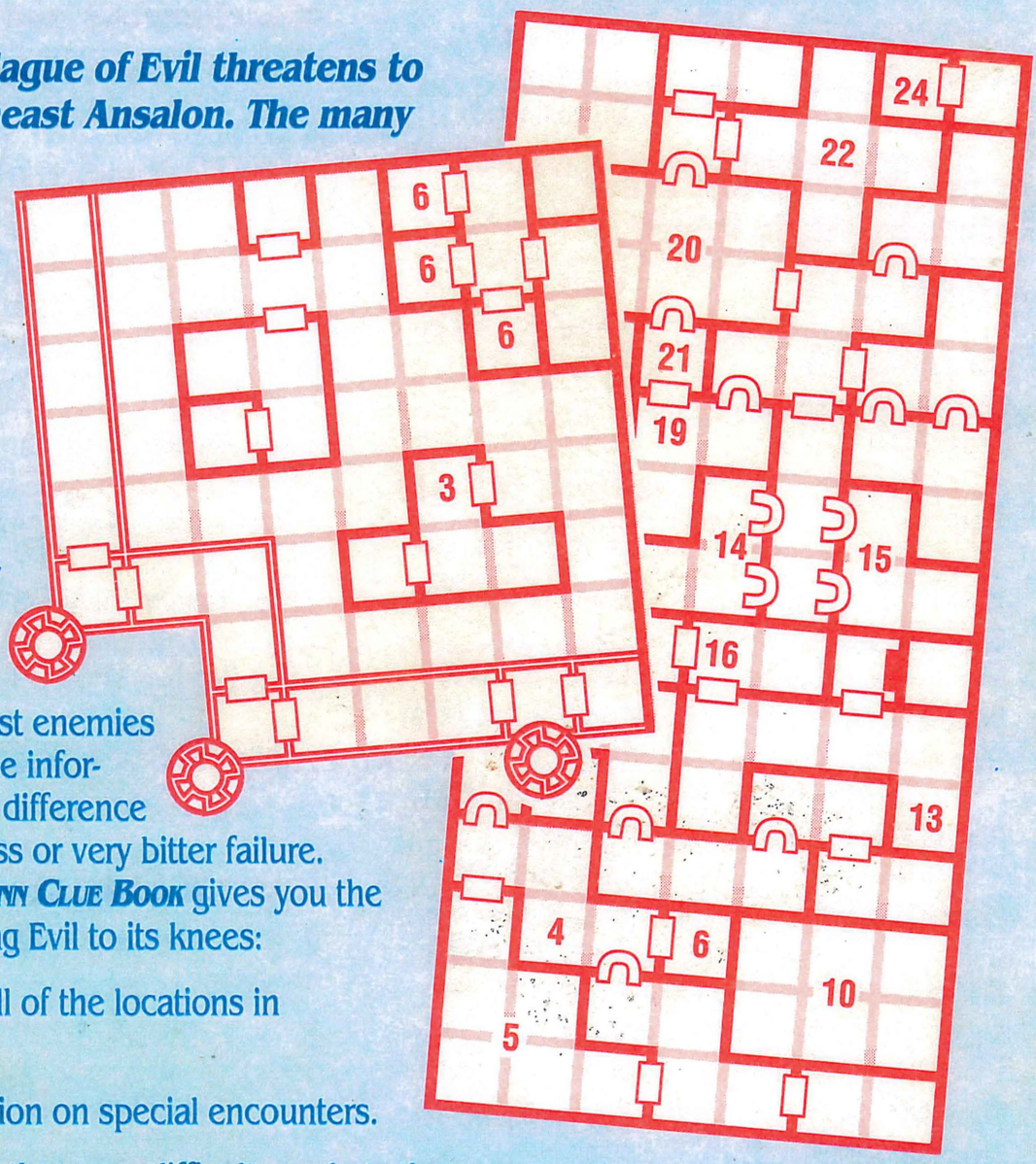
Below is a list of all journal entries that are true:

3, 4, 7, 9, 10, 12, 13(map), 16, 18, 19, 22, 23(map), 24, 28, 29, 32, 35, 36, 37, 38, 42, 43, 45(map), 47, 48, 49, 50, 51, 52, 53, 56, 57, 59, 60, 61, 62, 63(map), 64, 67, 69, 71, 72(map), 73, 74, 76, 77, 79, 81(map), 82, 84, 86(map), 87, 88

Now Evil doesn't stand a chance!

A smoldering plague of Evil threatens to erupt in Northeast Ansalon. The many faces of Evil stand poised to run amok; draconians, minotaurs, ogres and dragons are but a few of the many Evil manifestations eager to smash your party to bits!

You need help.



When you're up against enemies like these, some inside information can mean the difference between sweet success or very bitter failure. The ***CHAMPIONS OF KRYNN CLUE BOOK*** gives you the edge you need to bring Evil to its knees:

- Detailed maps to all of the locations in the game.
- Complete information on special encounters.
- Tips on how to win the more difficult combats that your adventurers will face.
- Lists of all the special magic items found in the game and their best uses.
- Checklists of encounters and treasures allowing a player to play through the game without missing any part of the adventure.
- Hints on how to combat each of the various monster types, from the powerful Aurak Draconians to the most deadly of foes – the huge Red Dragons of the evil armies!

Detailed maps reveal every secret you'll need for safe passage through the corridors of Throtl, Gargath and all other locations in the game.

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